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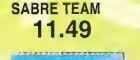
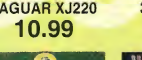
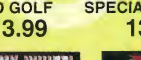
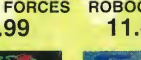
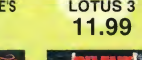
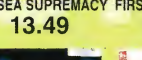
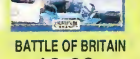
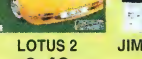
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We always have good news to tell! And this month, we peer at Empire's strategy sequel, *Campaign II*. Plus a rather handy chair.

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Have your say on the latest games. Do you agree or disagree with us? Do you love or hate us? Do you wanna touch us, yeah...

82 Budget Games

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93 Talkback

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Surprise, surprise! The most up-to-date guide to the last 12 months' games is soon to undergo a facelift. Intriguing, eh?

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Steve goes public about his sordid sex life... oh, sorry, that's next month. This time, we examine 17 Bit's bits (oer, missus).

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Subscriptions, compo winners and back issues can all be found here. See, it's not what you thought!

97 Boggit's Domain

Everybody knows the Boggit is a smelly crone who waffles on about adventures. But did you know he's linked to the Mafia?

110 Swap Shop

So long as you're not a dodgy geezer from Fulham, anyone can swap and sell their wares in the AA Swap Shop.

Win! Loads of games - p57

A trio of tongue-tangling competitions have been lined-up for you! It's free games galore on page 57. If you have a sweet tooth and a fetish for belly dancers (haven't we all?), then turn to page 89. With the sunny days shining through, win a holiday on page 16. Nothing but the best from Amiga Action!



EVENTS REVIEWS

COVERDISKS

Two RAM-packed disks sit proudly on the front of this month's issue. Atop the rest hovers the amazing *Gunship 2000* from MicroProse (it's here at last!) and closely following behind is *Match Of The Day* and the dangerously addictive *Bully's Sporting Darts*. As usual, a selection of high quality PD games puts the icing on the floppies to create a succulently tasty twosome.



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Team Yankee has yet another facelift.

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Another cutesy platformer. Yeuch!

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Legend 2 is here to make a name for itself.

FEATURES



Zool makes another exclusive appearance in the second part of our superb work in progress special on page 20. For everything you could possibly want to know about the forthcoming sizzler, *Zool 2*, Amiga Action is where to come! Then get down and dumbfounded into the complex world of CompuServe for the third of our in-depth looks to be found on page 58.

PLAYER'S GUIDES



Where most gamers fear to tread, we put on our brave faces and do the hard work for you. *Desert Strike* is brought back down to earth on page 78 while the final instalment of *Flashback* can be found on page 72. If ugliness is your game and Joe Bloggs is your name, we dissect *Trolls* on page 76. To round things off, page 80 is full to the brim with tips and cheats.



BLUEPRINTS

Alfred Chicken68

Cluck! Squawk! Ribbit! Eh?

Blastar64

Core Design take on *Project-X*.

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Kelly's Heroes conversion. Well, not really.

Tensai66

Oriental beat'em-up slashes its way onto the scene.

Gallup once again supply us with the latest full price and budget charts. Has Sonia reached Number One? Are Status Quo on the brink of revival? What do you mean, *Desert Strike* is out-selling them both! And does anybody know what we're going on about?



NEWS

The First Word

It's time to get out the party hats and celebrate because Nick has decided to migrate to Aussie land! Well actually, he's off to edit our new sister mag, Mega Action – it's only about 10 yards away but at least we won't have to suffer his dodgy Southern accent every minute of the day. Nah, only joking Nicolas Dermid Mitchell Merritt (oops, sorry, let it slip!). Anyway, good luck from everyone on AA.

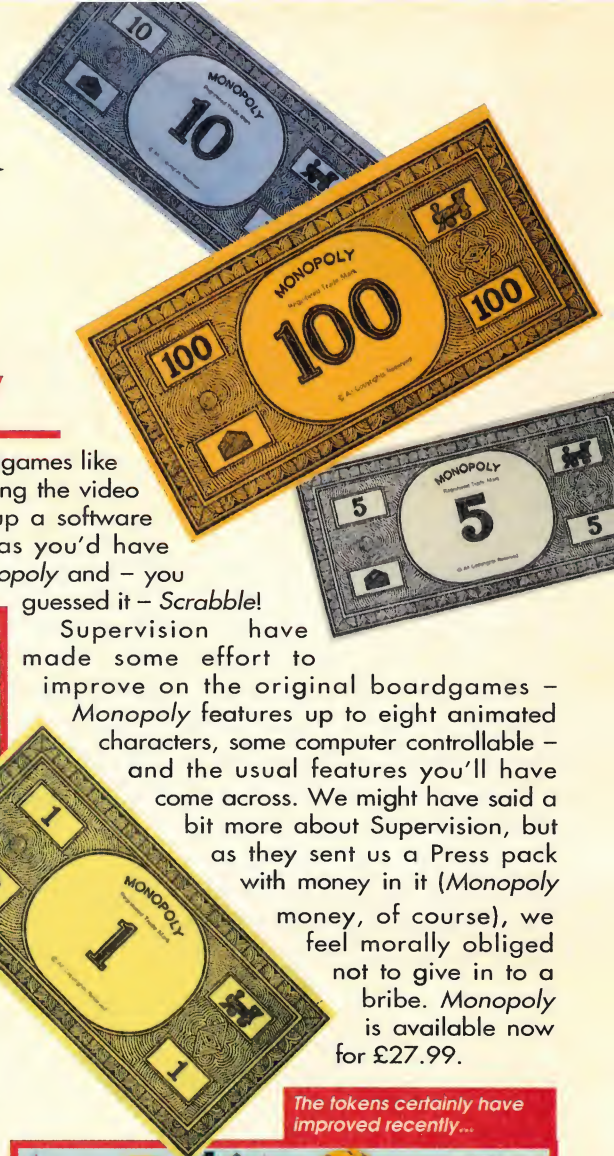
Supervision's Monopoly money

Waddington's, the famous makers of boardgames like *Monopoly* and *Scrabble* have been eyeing the video games market recently, and have set up a software company, Supervision, to move in on it. And as you'd have expected, their first releases are going to be *Monopoly* and – you guessed it – *Scrabble*!

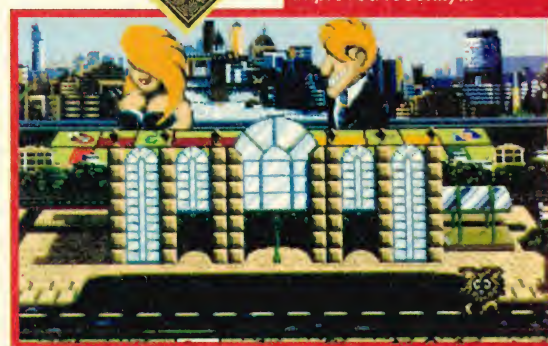


The 'Get out of Jail Free' card has yet to be replaced with a Group 4 Security van. So far.

Supervision have made some effort to improve on the original boardgames – *Monopoly* features up to eight animated characters, some computer controllable – and the usual features you'll have come across. We might have said a bit more about Supervision, but as they sent us a Press pack with money in it (*Monopoly* money, of course), we feel morally obliged not to give in to a bribe. *Monopoly* is available now for £27.99.



The tokens certainly have improved recently...



Paigne in the neck

You'd have thought that with all the war, death and mayhem in the world, people would be wanting to play cute games like *Zool* to take their minds off all the bad news.

Well, people are people and that means war has spread onto the Amiga – with the latest manoeuvres involving *Campaign II* from Empire Software.

The new version of *Campaign* has ditched the WWII format and introduced T72 and Abrams tanks, night vision, laser targeting and loads of other stuff whose only relation to the Second World War is that they kill lots of people. It's not all bloodthirstiness however – there's a bit of strategy involved too. Well, a lot actually – *Campaign II* has been designed with the help of a number of military strategists. Anyway, it's out in October, so now's the time to start planning out how you're going to jump the queue down at WH Smiths...

Jur-assicing for it

A lot has been said recently about all the current unhealthy obsession with the past (with the '70s revival in particular) and Steven Spielberg, always a man with his finger on the pulse and a hand in the wallet, is jumping onto the bandwagon. But, as you'd expect, he's got more in mind than flares and disco tracks, because when Steven Spielberg gets into revivals, he does it big. And nothing comes bigger than a dinosaur.

After the TUC gave dinosaurs a bad name in the '70s (there you are, the '70s again) Spielberg decided to cast them as the victims in his new blockbuster movie, *Jurassic Park*.

Ocean have signed up to the project and are to produce a computer game based on the film. They've had access to the movie studios and the special effects department and so are promising a game with the same astonishing visuals as the film is said to have.

If the film is as good as people are saying, all we can hope is that Ocean produce something worthy of the hype. Otherwise, you never know what might pay them a visit...



Made for budding *Nigels*...



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NEWS

Make war, not love

Take to the skies in any kind of battle-torn scenario you like with Domark's forthcoming *Flight Sim Construction Kit*.

Following in their own footsteps, Domark have enlisted the developers of their flying favourite, *Mig-29 Fulcrum*, to design a system whereby you can create your own active world of winged wonders.

By using Simis's successful engine, the latter half of the year will no doubt be a period every flight sim enthusiast will be waiting for. You never know, you might even be able to show Domark and Simis a thing or two!

Look out for more news as we get it and although a price has yet to be announced, you can expect to fork out quite heftily.

Hubba Bubba

Crazy platform action is on the cards from the folk at Core Design. *Bubba 'N' Stix* is being described as featuring, "fantastic animation, stunning visuals and compelling gameplay."

The words 'wildly intelligent looking' don't spring to mind with this guy.



The mild-mannered zookeeper, Bubba, must find freedom from the colourful alien world they are in. With the assistance of sidekick, Stix, Core further define the task in hand, "You must face the whacky inhabitants, solve mind-bending puzzles and constantly avoid the clutches of Waldo."

And who is this Waldo geezer? Well, he's a headhunter who happens to have two spare spaces above his mantelpiece. Life's never as simple as it first seems, is it!

Expect to see *Bubba 'N' Stix* make their debut appearance on the Amiga some time around July or August.



Don't know why Waldo is so worried really. Let's face it, we're not scared by Bubba and Stix.

Chair-y nice

Amiga Action is not a mag which likes to sit around smoking fine cigarettes in red dressing gowns while the world carries on by. And to prove that we don't rest on our laurels, we're bringing you yet another stunning offer, this time in conjunction with Home

Entertainment International. Take a look at the ugly dude in the photo below. All you have to do to get hold of the fine gamesplaying chair he is sitting in is send £24.99 plus £2.50 to the address on the coupon and the fine chair, pictured below, will wing itself to you!

This fine chair allows you to sit on the floor in comfort, twiddling with your joystick.



In the lunchbox

Publishers seem to think that silly European names like Mario sell games. Just to prove this wild hypothesis, Mindscape are releasing *Out To Lunch* starring Pierre Le Chef. The fact that *Out To Lunch* is also a jolly platform game is purely coincidence.

Consisting of 48 levels spanning across all corners of the globe (well, six countries), Pierre is set to be the world's most famous travelling chef. He must gather all the ingredients he requires for his specialities while avoiding the dirty and dastardly Le Chef Noir.

Out To Lunch will be cooking around October but will the result be well done or just plain rare?

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GREAT NEWS

MANCHESTER UTD ARE NEW LEAGUE CHAMPS!

ALEX FERGUSON was crowned king of English football last night as Manchester United became champions for the first time in 26 years. Fergie did not know he had finally got his hands on the trophy until a complete stranger broke the news of Aston Villa's victory while he was playing golf in the States.



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Hot current buns

We like rabbits on Amiga Action. Bugs Bunny, Watership Down, fluffy tails and freshly slaughtered roast haunch of rabbit slow cooked in a clay jar are all things that make us sigh happily in memory.

Grandslam like rabbits too, but mainly because they plan to make loads of money from using one in their next game, *The Legend of MYRA*. And in the style of all things rabbit, there's a hugely unlikely story surrounding the game.

Yes, mankind has turned against his erstwhile friend. Instead of keeping rabbits safe in comfortable laboratories happily smoking fags and wearing top of the line makeup, we've persecuted them and forced them to live underground to perish. Why this happens is not fully explained, but we're prepared to overlook it.

Anyway, MYRA the rabbit comes to the rescue. Blessed with unusual intelligence, strength and abilities, he'll save the rabbit race...

The game will feature 140 levels of rabbit action and top graphics (we hope), so keep an eye out for this soon...

Muzzy waters

If puzzle games with a cute protagonist are your thing, then you'll be pleased to hear about the upcoming release from new label Far Out, called *Muzzy*. We're reliably informed that this little title contains 72 levels and the usual music and games, and will be on sale towards the end of June for about £26.

Muzzy staggers back home after a harsh night down the pub.



Not only does the Muzzy character remind us of Pac Man, but the maze does too! But how is it going to play?



In the dark

Grandslam continue their recent blitz on the Amiga scene with *Realms of Darkness*, a game involving death, curses, and grimy landscapes. You are a son of the undead and have decided to suffer the torment, the pain and the whispering in Post Office queues no longer.

To do this, you travel the land to find out just what murky events lie in your past. The game is isometric 3D and features arcade adventure action and puzzles. Expect to see it released this autumn.



This high quality screenshot demonstrates the reasons why you should buy this game.

Believe this

Beyond Belief is a new company releasing their first few titles onto the Amiga, with *Biff* being their next budget title to make it into the wild. Unfortunately, we don't know a great deal about this at the present time, but we'll be reviewing it in the next issue.

In the meantime, content yourselves with a look at a couple of screenshots from the game, and be prepared for its release at the end of June.



Biff decides a short stroll across this yellow bridge would be a good idea.

SOCCER KID

THIS MONTH WE FIND OUR FOOTBALLING PAL DOWN AT THE KRISALIS WAREHOUSE HELPING TO PREPARE HIS GAME FOR RELEASE.....



BY TIM JAMES.

BEAVERS

NOW
AVAILABLE
ON AMIGA

Is BEAVERMANIA about to come to an abrupt halt? Help Jethro defeat the fiendish plans of the Rabbits, rescue his wife and sustain Beavermania in this fast action arcade game.



AMIGA SCREEN SHOT



JOINT PRODUCTION



AMIGA SCREEN SHOT



Helicopters work differently to your everyday jet aircraft. One of the first things you will notice is that pushing forward or pulling back on the joystick do not affect your height, but in fact increases and decreases the speed your helicopter is moving. You will have to trust us when we say there is a good reason for this, but it is far too scientific to go into here. To change your altitude you must use a device called a collective. To gain height use the collective up key (=), to lose height use collective down (-).

To get off the ground you must first engage the rotor blades (9), then push the collective all the way to the top. Once you are up you will probably want to shoot something. Pressing the spacebar will change between the various weapons available to you, and selector #1 will fire it.

Selector #1 Return key Left mouse button Fire button	Selector #2 Backspace key Right mouse button Backspace key	Flight Controls Cyclic Forward Controller Forward Cyclic Back Controller Back Cyclic Left Controller Left Cyclic Right Controller Right Collective Up = = Collective Up fast Shift + = keys Collective Down - - Collective Down fast Shift + - keys Gear Up/Down 3 Rotor Engage/Disengage 9 Auto-Hover 0 Change MFD z Low Limit - c Low Limit + v	
Simulation Controls Quit to DOS Alt+q keys End Mission Alt+e keys Pause Alt+p keys Last Message Alt+m keys Accelerate time] Normal Time [		Weapon Controls Rocket Salvo x1 1 Rocket Salvo x2 2 Rocket Salvo x4 4 Radar Jammer on/off n Drop Chaff m IR Jammer on/off . Drop Flare / Select Weapon Spacebar Fire Weapon Selector #1 Jettison Weapon Shift + Spacebar	
Simulation Views Cockpit F1 Mast F2 Left F3 Right F4 Chase F5 Flight Chase Shift+F5 keys Tactical F6 Remote F7 Reverse Tactical F8 Missile F9 Map view F10 Change Map Scale Spacebar			

In the cockpit

1. Forward canopy (the transparent area at the top of the cockpit)

2. Central display (the green screen showing the target and distance)

3. Radar (the circular display on the left side of the instrument panel)

4. Instrument panel (the area containing various gauges and displays)

5. Target icon (the small square with a cross, circled in red)

6. Side display (the circular display on the right side of the instrument panel)

7. Forward canopy (the transparent area at the top of the cockpit)

- 1 Currently selected target
- 2 Multi function display (MFD)
- 3 Current weapon
- 4 Status of Current weapon
- 5 Artificial horizon
- 6 Heading
- 7 Altitude

DUFF DISKS

Got a Duff Disk? Don't call us, call TIB Plc! Just send your disk and a covering letter stating the problem to: TIB Plc, TIB House, 11 Edward St, Bradford, BD4 7BH, who will sort your problem out for you. Unfortunately, we are unable to reply to any letters about disks or return any disks which get sent to the Amiga Action offices. Sorry!

LEAGUE DIVISION 1		
SHEFFIELD WED	1 SOUTHAMPTON	3
SHEFFIELD UTD	8 TOTTENHAM	1
QPR	2 WEST HAM UTD	1
NOTT'S COUNTYS	3 ARSENAL	0
NOTT'M FOREST	2 ASTON VILLA	2
NORWICH CITY	2 CHELSEA	2
MANCHESTER UTD	2 COVENTRY CITY	2
MANCHESTER CITY	1 CRYSTAL PALACE	1
LUTON TOWN	2 EVERTON	1
LIVERPOOL	8 LEEDS UNITED	4

▲ Obviously the Premier League doesn't get a look-in here.

MATCH OF THE DAY

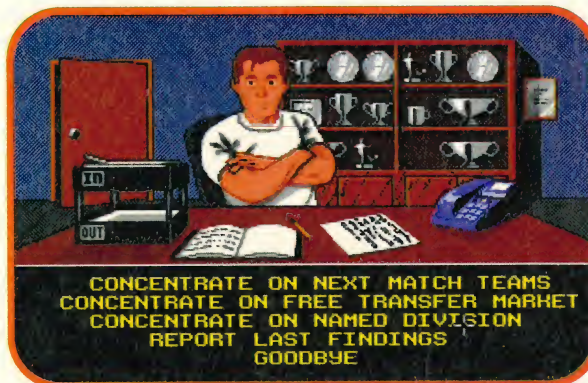
Load the Match Of The Day demo by pressing the appropriate key when on the initial menu screen. When the next screen appears, click the left mouse button. (Match Of The Day is fully mouse controlled.)

From the team selection screen, click on the arrows to scroll through the available clubs. When you highlight a team you'd like to manage, click on 'Accept'.

You can now begin exploring the demo more thoroughly from the main menu screen. Not all options are available but you should be able to get a good idea as to what it's all about.

The boxes on the right represent the many in-game options. The top nine icons can be dragged into the empty squares in your diary to the left.

A dark blue diamond on your diary indicates where in the day you're up to. Click on the single arrow to proceed through the days. In doing this, you'll be able to try out your managerial skills.



We assume this isn't Brian Clough giving this handy advice.



TEAM SELECTION: This aspect of the game allows you to determine who you want to put out on the field. When on the first screen of Team Selection, clicking the right mouse button changes the cursor. Use this to obtain individual player info and rearrange your team's structure

and substitutes:
? - This cursor prompts player info, including their morale and notoriety in percentage marks.
GK - Use this cursor to de-select your keeper and replace him with someone else.

DF - Same as above but used to change your defenders.
MF - Similar again, this time with the midfield.
AK - Same again but with attackers.
SB - Select and de-select your substitutes, always a good idea.



SUPPORTERS CLUB: Not available in the demo. In the full game, though, this will give you an invaluable insight into the supporters' views.



SPORTS PAGES: Check out the press. Bad reports can affect morale but positive reports can create heroes.



TRAINING SCHEDULE: You can access the Training Schedule menu but you won't be able to do anything unless you buy the full game. This option will allow you to improve player's abilities and see who's not performing too well.



MATCH HIGHLIGHTS: Not available in the demo. The full game lets you watch certain moments from your match.



TEAM TALK: Not available in the demo. But it will give reports on bookings, notoriety of players and allows you to put members of your squad on the free transfer list.



TRANSFER MARKET: The demo allows you to hire physios, trainers and scouts. From the Transfer Menu screen, choose the area you want to access; the more you then pay for somebody, the better they are at their job.



FIXTURE TABLE: A list of all your forthcoming fixtures. Keep clicking the left mouse button to return to the Main Menu screen.



SCOUT REPORTS: Not available in the demo although you can access the Scout Menu screen. And look out for the strange fellow popping his head around the door!



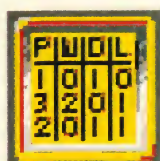
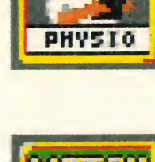
PHYSIO: Examine the fitness status of your players. From the Priority Schedule, click on player names to assign the physio to them - use the fitness percentage figure to judge who needs looking after.



DISK MENU: In the full game, this will enable you to load and save your progress.



CHAIRMAN: Don't upset him or you may find yourself out of a job.



DIVISIONS: Look at all the tables of all four divisions by clicking the mouse on the relevant divisional number. From a division, click the left mouse button to return to the main menu screen.



CASH FLOW: Keep an eye on the money situation. Can you make profit or are you destined for bankruptcy? The left mouse button again returns you to the Main Menu screen.



MATCH DAY: A little credit for the programmers. When you reach Saturday, the icon appears again on the diary. This will then display the results of the day's games. How will you fare? Press the left mouse button to cycle through the divisions.

COVERDISK

MATCH OF THE DAY
 PUBLISHER: Zeppelin PRICE: \$9.99 TEL: 091 365 7755

BULLY'S SPORTING DARTS

Insert Disk 2 and press the F2 key when the menu appears. The screen then shows the menu with [CLI 2] at the bottom. Wait for approximately 30 seconds after which time the game's menu screen will appear.

By using either the cursor keys or joystick, move the yellow bar down to the Football option. (In the full game, you are able to select any one of the seven parts.) Now press the Return key.

This leads to a control screen. Where the game asks 'OK?', highlight 'No' and press Return. Follow the on-screen instructions, altering number of players, control system (from Joystick A and Joystick B to Keyboard), and so forth.

Use your control method to guide the hand about the dartboard. The aim is to hit the section highlighted white – this causes you to move toward your opponent's goal (either the red or blue segment). When you reach the 'goal', hit the bull to score.

When aiming for a white segment, hitting the double or treble moves you on two or three segments respectively.

Once your three darts have been thrown, player two has a turn.



And on it goes until the time runs out! Note: To start your turn, you must press the firebutton or Spacebar, depending on your chosen control system.



◀ The latest thing in vehicle security. Square wheels, no suspension and a biscuit tin design.

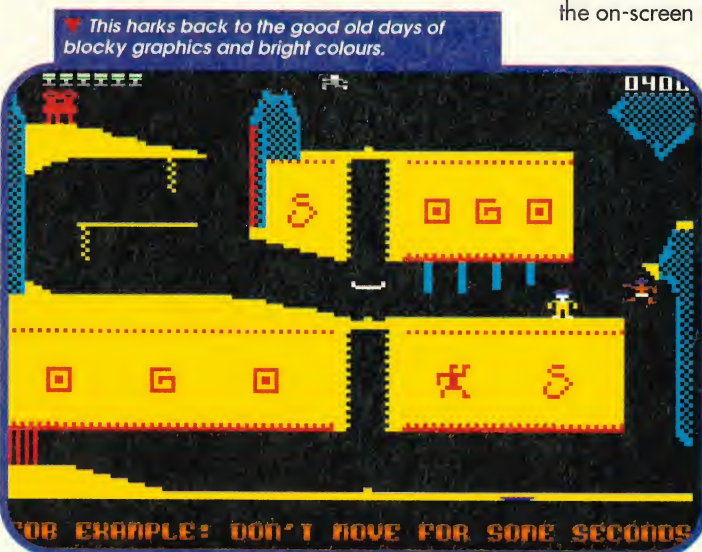
BATTLE CARS 3D

Load the game by pressing F2. Hit the firebutton when asked to do so and then select PAL. When asked to enter your name, you can skip this by selecting the bent arrow symbol. Choose your type of game (two player is via null modem link) and then proceed to enter the arena.

The object of the game is to race around by means of the joystick (push up to accelerate, pull back to reverse) and shoot the enemy vehicle. The first person to destroy the other wins the game. There, it can't get much simpler than that!

MUTANTS FROM MARS

Press F4 to load the game. Read the on-screen instructions (A600 owners must use the other numerical keys). Can you outrun the mutants? Can you collect every single diamond? There's only one way to find out...



♥ This harks back to the good old days of blocky graphics and bright colours.

AMIGA WORM

Only compatible with A500s. Load the game by pressing F3. From the Amiga Worm menu screen, press F9. You will now be able to read all about the game so just follow the on-screen instructions.

TREK-TRIVIA

Press F3 to load something which will no doubt keep all you Trekkies out there very busy! Follow the instructions, pressing the left mouse button to continue.

To tackle the questions on Star Trek, use the left mouse button to click on the numbered answer. If you know your Star Trek, the Enterprise will move forward after every correct answer. At the end of your go, click on Play to continue.

PHARAOH'S CURSE

Only compatible with A500s. Load the game by pressing F4. Once the game has loaded, press the Return key. When the game asks you to press the firebutton on your joystick, keep it pressed down for a second or two. Your Indy-like man will then appear on screen and off you venture. Make your way through the many levels, collecting all the flashing objects you encounter.

Use the joystick to move and the firebutton lets you shoot the foes. Use the top diagonal positions to jump.

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ZOO! is the software pack of the year. It includes Zool, Transwrite, Pinball Dreams and Striker - Value £127.92. Silica's A500 and A600 Standalones include a Free ZOO! pack.

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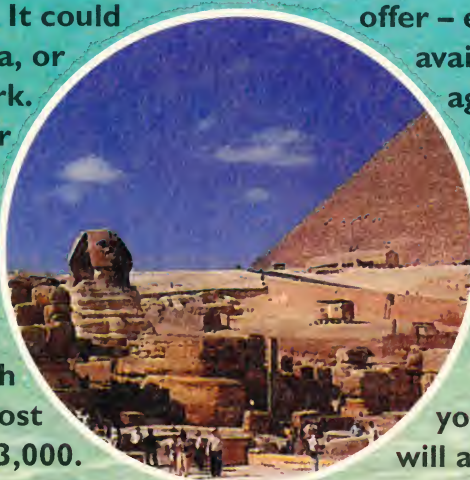
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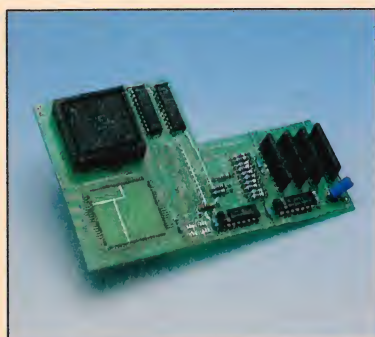
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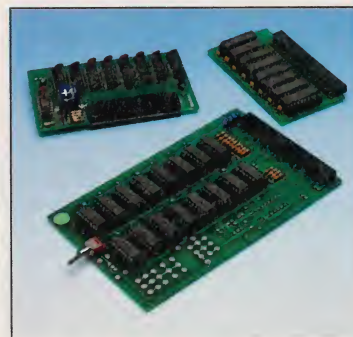
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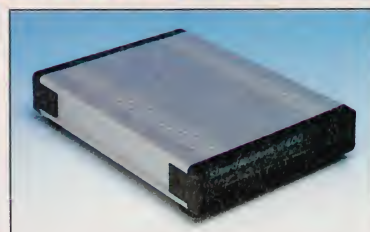
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We once again don our chocolate wrapper spacesuits and take a cruise through the Nth Dimension with the spindly-legged superhero, as Zool 2 starts to shape up...

BY: PAUL ROUNDELL



work in



Right, where were we? Well, we know that Zool is about to return in order to save his homeland, we also know that Mental Block and his henchman Krool (which is, er, the other way around from what we reported last month) are out to stop him at any cost, and we **THOUGHT** we knew that Zool would be aided by his "girlfriend", the luvverly Zooz – affectionately known to Nth Dimension ninjas everywhere as Zoozie.

It is at this point where I feel I must make a confession. Accusations have been made, and yes, it's true – I never saw the end of Zool! (In fact I never quite managed to make it through Music World, but we're not here to examine my inadequacies.) If I had seen the end, it



would have been apparent that Zool is a happily married family ninja with a wife and child, and obviously no self-respecting superhero would stoop to taking a mistress. Or so they say. So where does Zooz hail from? The kindly folk at Gremlin were quick to explain it all to us:

"Zool and Zooz go back a long time. In fact they were even in the same ninja training school together. There is no romantic link between the two – Zooz is her own woman with her own life to lead." Kind of an Nth Dimension Sigourney Weaver then, yeah?

◀ Ninja warrior molests peacock shocker! Gasp!

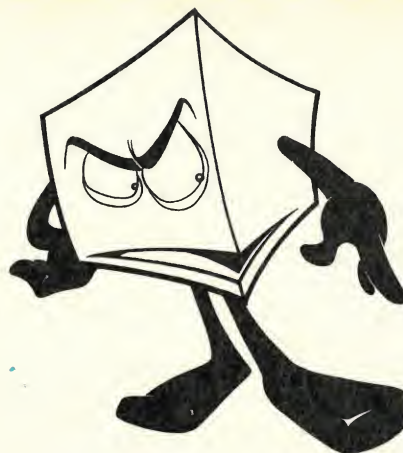


"...Gremlin are holding of sponsors, Chupa Ch





◀ Between saving dimensions, Zool likes to practice his incredibly amazing balancing act for when the circus comes to town.



◀ The mighty Mental Block. Pah! He might look like a box of soap powder, but he's dirtier than Vinny Jones in a swamp.

progress ZOO L 2 part 2

It is now confirmed that Zool takes part both in the one and the all-new two-player mode though. In one player, we are given the choice of controlling either of the characters, with the players taking one each in the alternating two player option.

The game is now well into its development stage, and I wondered when the thought of a sequel first occurred to Gremlin:

talks with a number
ups among them..."

"A sequel was actually planned before *Zool* was released. It might sound big headed, but we were pretty confident that *Zool* would be a success and there were elements we would have liked to include in the original version which we couldn't because unfortunately, there wasn't enough time."

As far as the involvement of original sponsors Chupa Chups are concerned, Gremlin are currently holding talks with a number of possible sponsors, the lollipop giant among them, but no deals have been firmed up as yet.

The Mental Block character is still being kept close to Gremlin's chest, although we were able to blag some of the

preliminary drawings, which you can see in all their glory on these very pages. Not surprisingly, he is in fact a block – an evil cube whose sole aim in life is to plug up all the holes in the Nth Dimension. But what's so bad about that, I hear you cry?

Well, the holes in question are the very portals through which imagination – the fuel it needs to survive – flows into the Nth Dimension. If these gaps are filled up, imagination will no longer flow, creative thought will grind to a halt and the Dimension and everyone in it will cease to exist. Therefore in *Zool 2*, Zool is fighting not only to save his home but also the lives of his people. Serious or what?

As mentioned last month, George Carless and his team were left pretty much alone while they worked on the original, unhindered to a large extent by expectations or preconceptions. The Warp Factory (known to their mums as Andy Findlay and Ed Campbell) were treated similarly when working on Gremlin's *Harlequin* so I wondered if the situation was different now that they were faced with producing a sequel to a hugely successful game, where the expectations are so high:

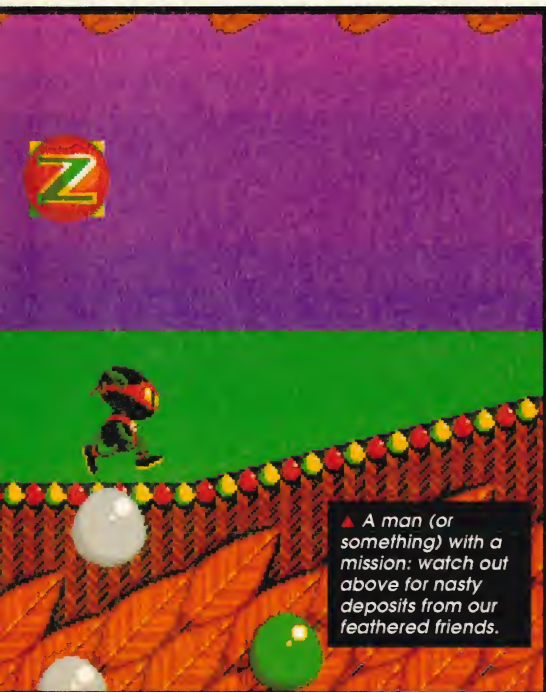
"Gremlin have left much of the content of the game up to us, though they obviously do have a lot of input. Characters such as Mental Block and

Zoozie are features that they wanted including."

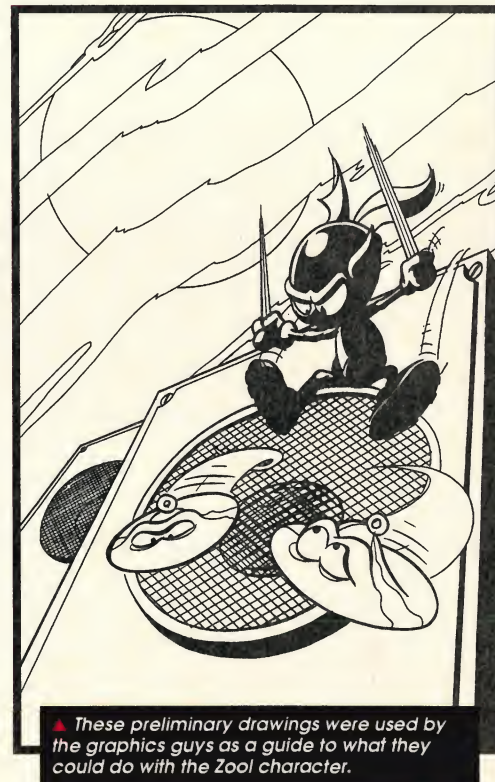
Indeed, such is the enthusiasm at Gremlin that much of what we will finally see in the game came from the minds of George Carless, Pete Cook and Managing Director Ian Stewart.

For Gremlin's part then, is it not difficult to communicate their ideas to a couple of dodgy blokes based several hundred miles away?

"Communication obviously isn't as easy as when we could pop downstairs to see the original programmers. However, regular meetings are made between ourselves and The Warp Factory and



▲ A man (or something) with a mission: watch out above for nasty deposits from our feathered friends.



▲ These preliminary drawings were used by the graphics guys as a guide to what they could do with the Zool character.

work in progress

ZOOL 2

part 2



▲ Yet another of big Z's all-new facial expressions. Looks as though he's sampled the Europress coffee.



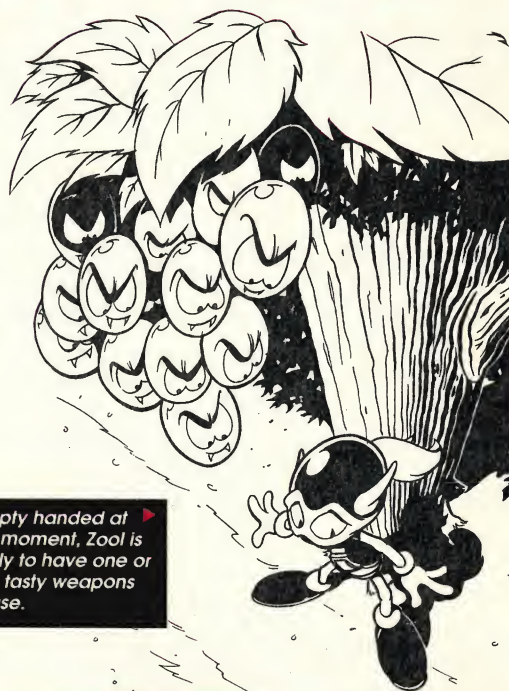
detail still needs adding. Whether or not this name will stick, we can't say at the moment, but other levels are rumoured to be Bulberry Hill, Tooting Common and Picnic Park.

As for bonus levels, it's looking very promising if Gremlin's enthusiasm is anything to go by, though don't expect simply more of the same – Gremlin want to surprise us, it seems:

"There will certainly be bonus levels in Zool 2; it won't be a shoot'em-up like in the first game – you'll just have to wait and see, but we're certain you'll be impressed!" Little teasers!

No-one is willing to substantiate (or deny!) the rumours about Zoolmobiles and the like at the moment, but we endeavour to bring you the news as it breaks.

Zool music artist Pat Phelan is in charge of the tunes once more. He's already on the case, although these will be one of the last elements to be dropped in, as will the sound effects. As far as the overall speed goes, the programmers assure us that nothing has been sacrificed – the original ground breaking speed is still there – and that an A1200 version, when it arrives, should push Zool even further. Join us next month for the final revelations... AA



Empty handed at the moment, Zool is likely to have one or two fast weapons to use.

contact is kept on a daily basis by our Product Manager Pete Cook. Anyway, we believe that letting the team get on with it actually helps their creative process. It certainly proved to be so with the original. " Believe me when I say I know exactly what you mean!

As far as the new improved Zool goes, not only has he undergone a facelift but he also sports a number of new moves. Gremlin are still keeping quiet about most of these, but examine the screenshots closely and you will see Zool clutching a certain something in his hand which resembles a ninja sword. Stay tuned for more details next month.

Talking about screenshots, the ones you see on these pages are taken from what is at the moment being called the Bird World. It's a fair way from being completed – none of the baddies have yet been put into the game, and a substantial amount of

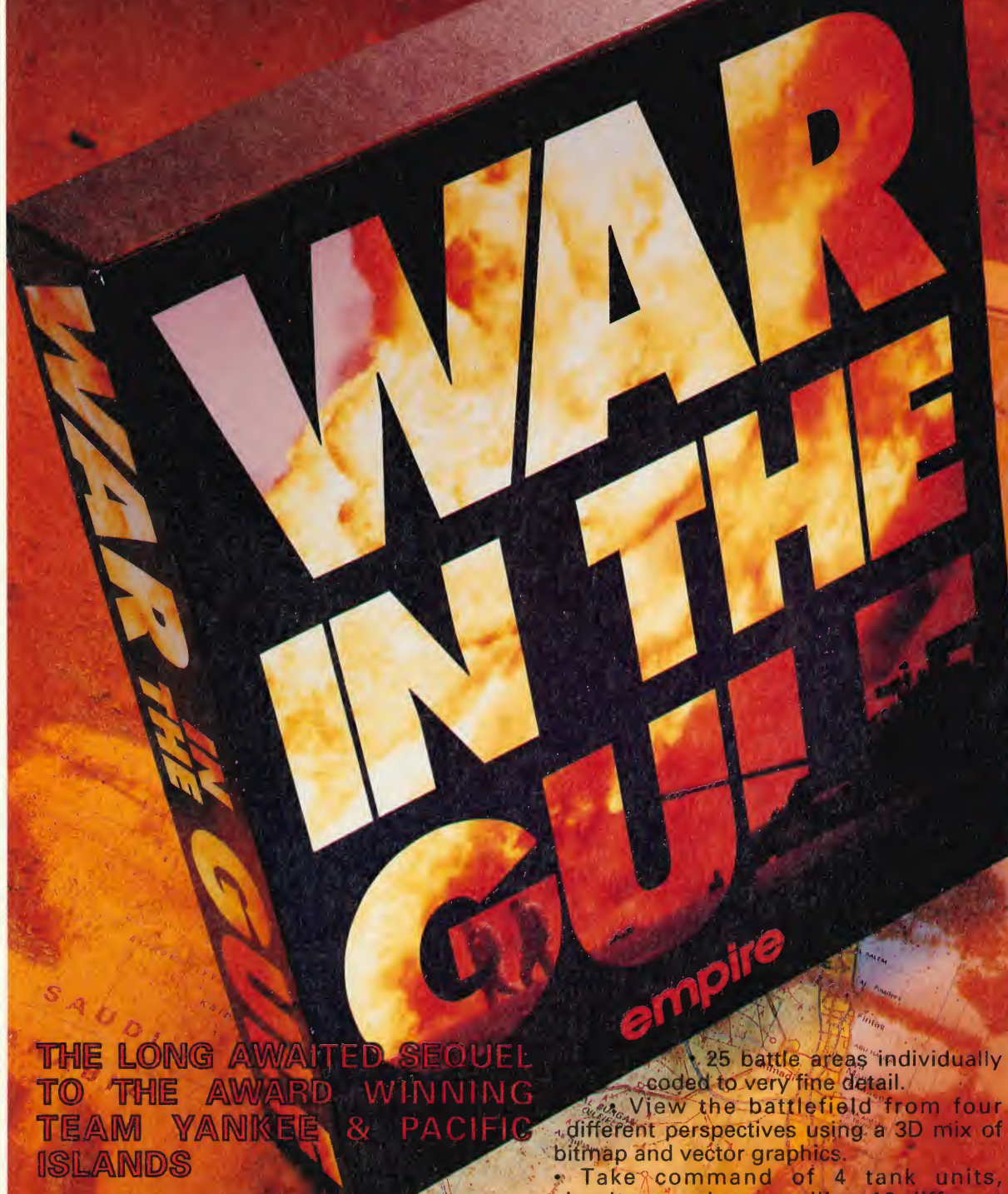
▼ Horizontal leaps and speed lines adorn our helmet-headed friend, and there are loads of new collectables to increase that points tally.



▲ The levels are in a somewhat skeletal form at the moment, but a host of features are due to be added.



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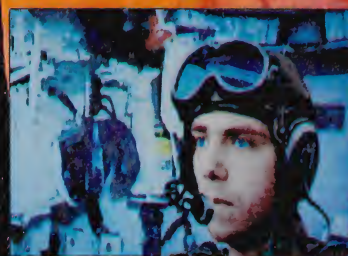
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CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	⬢	DESERT STRIKE	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
2	1	BODY BLOWS	TEAM 17	£26.99	BEAT'EM-UP	92%
3	2	THE CHAOS ENGINE	RENEGADE	£25.99	SHOOT'EM-UP	92%
4	5	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORT	90%
5	6	SENSIBLE SOCCER 92/93	RENEGADE	£25.99	SPORT	90%
6	3	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
7	7	B17 FLYING FORTRESS	MICROPROSE	£34.99	FLIGHT SIM	73%
8	18	SUPERFROG	TEAM 17	£26.99	PLATFORM	89%
9	8	STREETFIGHTER II	US GOLD	£27.99	BEAT'EM-UP	90%
10	4	SLEEPWALKER	OCEAN	£25.99	PLATFORM	85%
11	16	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	RACING	90%
12	9	HISTORYLINE 1914-1918	BLUE BYTE	£34.99	STRATEGY	75%
13	10	WING COMMANDER	MINDSCAPE	£34.99	SHOOT'EM-UP	80%
14	⬢	CHUCK ROCK 2	CORE DESIGN	£25.99	PLATFORM	90%
15	★	GRAHAM TAYLOR'S SOCCER CHALLENGE	KRISALIS	£25.99	SPORTS SIM	75%
16	14	NICK FALDO'S GOLF	GRANDSLAM	£25.99	SPORTS SIM	88%
17	20	MONKEY ISLAND 2	US GOLD	£37.99	ADVENTURE	95%
18	19	JOHN MADDEN'S AMERICAN FOOTBALL	ELECTRONIC ARTS	£29.99	SPORT	90%
19	★	CIVILISATION	MICROPROSE	£34.99	STRATEGY	92%
20	11	INDY JONES - FATE OF ATLANTIS	US GOLD	£37.99	ADVENTURE	91%

★ = RE-ENTRY ⬢ = NEW ENTRY

Flying in fast with chain-gun blazing, the excellent *Desert Strike* could well hover above the rest for a few months to come. Other than this, there's not much to talk about, with activity at a minimum. Titles to look out for in the near future are Dino Dini's creditable *Goal!* which will no doubt storm onto the scene like a drunk Millwall supporter. *Goal!* could well be chased by Millennium's malleable *Morph* but don't expect much of a challenge. On the other hand, isn't that *Superfrog* coolly climbing up the charts? He could surprise us all with an assault on the Number One spot. Keep an eye out for next month's chart...



ACTION REVIEWS

Never before has one magazine enjoyed such a stunning assemblage! But more about the Editorial Department later – for now just pin back your ears, open up your eyes and gorge on the feast within...

INSIDE...



WOODY'S WORLD

Become king for a day in Global's Boston bar room simulation-cum-platform rompette.

p40

ANCIENT ART

The umpteenth in the Ancient Art series presents itself for your flying pleasure.

p52

GOAL!

Dino Dini says Sucks to Sensi and Curses to Kick Off with the latest "definitive" soccer sim.

p26



WAR IN THE GULF

Does the new release from Empire put distance between itself and the competition?

p32



HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Global
CONTACT: 0753 686000
TEAM: Vision Software
PRICE: \$25.99

SCORING	
GRAPHICS	78%
SOUND	84%
PLAYABILITY	82%
DIFFICULTY	A CINCH

A meander into Woody's World will doubt delight and please. Full of vibrant colours and enticing gameplay, you'll be playing Woody's World with a warm smile. The difficulty level is too easy, however, while the problems and obstacles remain simple, ultimately becoming very predictable. A solid and unobtrusive platform effort that, as a whole, will probably not disappoint buyers but it doesn't offer too much to inspire either.

REVIEWED BY: Alan

SECOND OPINION
Woody's World offers little in the way of originality and is also burdened with a very questionable level of difficulty. The game is enjoyable while it lasts, it's just very much a case of when it all be over.

OPINION BY: Steve

OVERALL SCORE

75%

Release details

You will find out who is releasing the game, how you can contact them, and the price.

Graphics

Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound

Scored in a similar way to Graphics

Playability

Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty

We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

Comment

Find out our overall impression of the game here, and whether it's worth buying or not.

Second Opinion

On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

Overall Score

Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

AND ALSO NOT FORGETTING

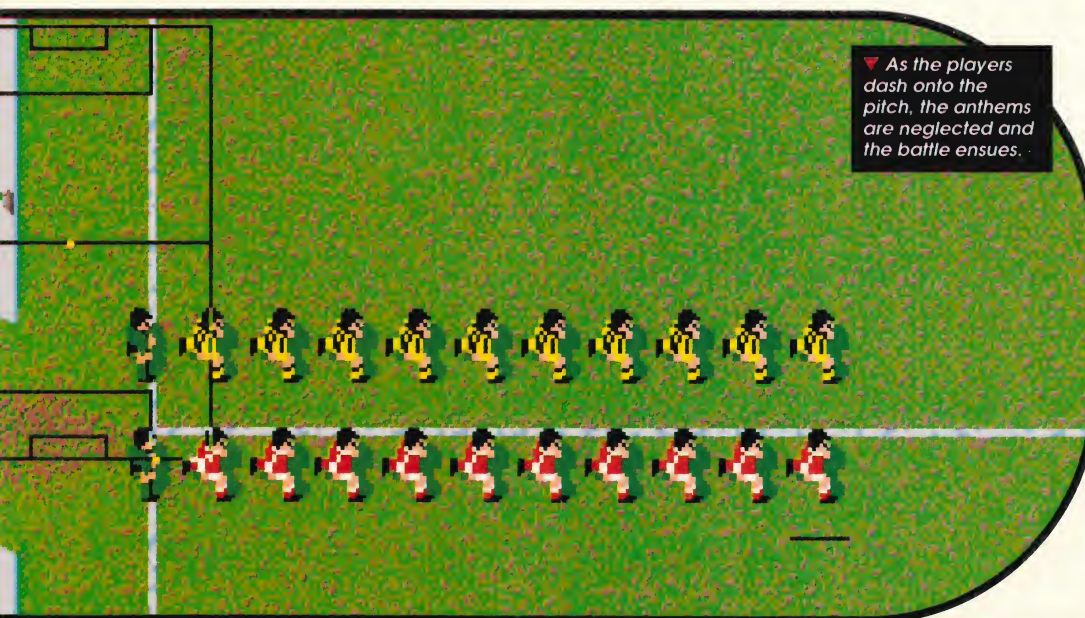
Morph, Beavers, Nippon Safes, Worlds of Legend, Championship Manager and more!

ACTION REVIEW SPORTS SIM

Celebrate the end of the season with a football sim for the Summer.



GOAL!



EDIT PLAYER NAME

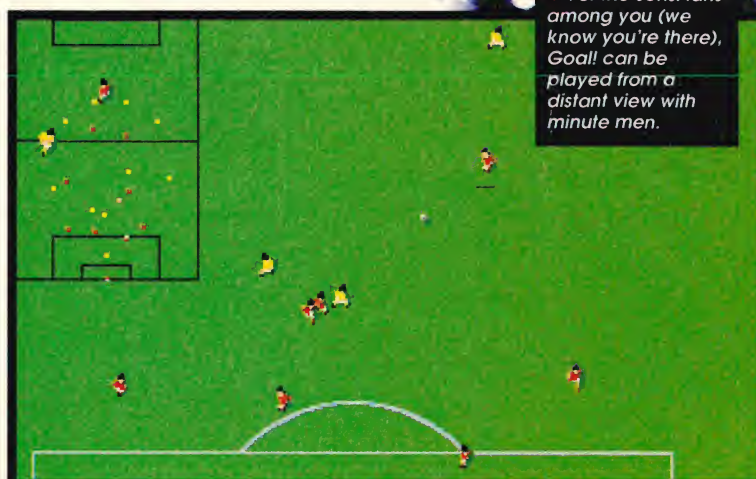
PLAYER	E. CANTONA
SHIRT	12
POSITION	FORWARD
PACE	
STAMINA	
AGGRESSION	
RESILIENCE	
KEEPING SKILL	
MARKING SKILL	
PASSING SKILL	
SHOOTING SKILL	

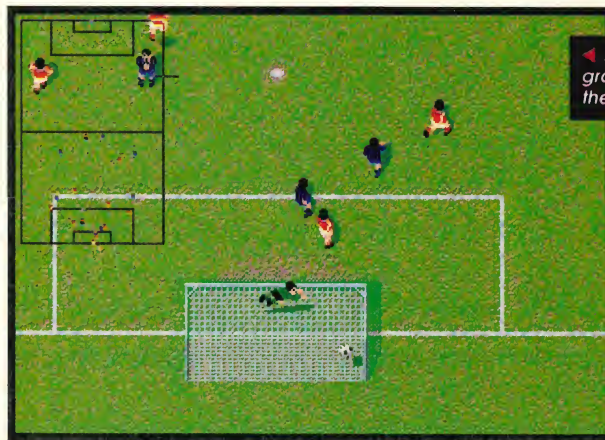
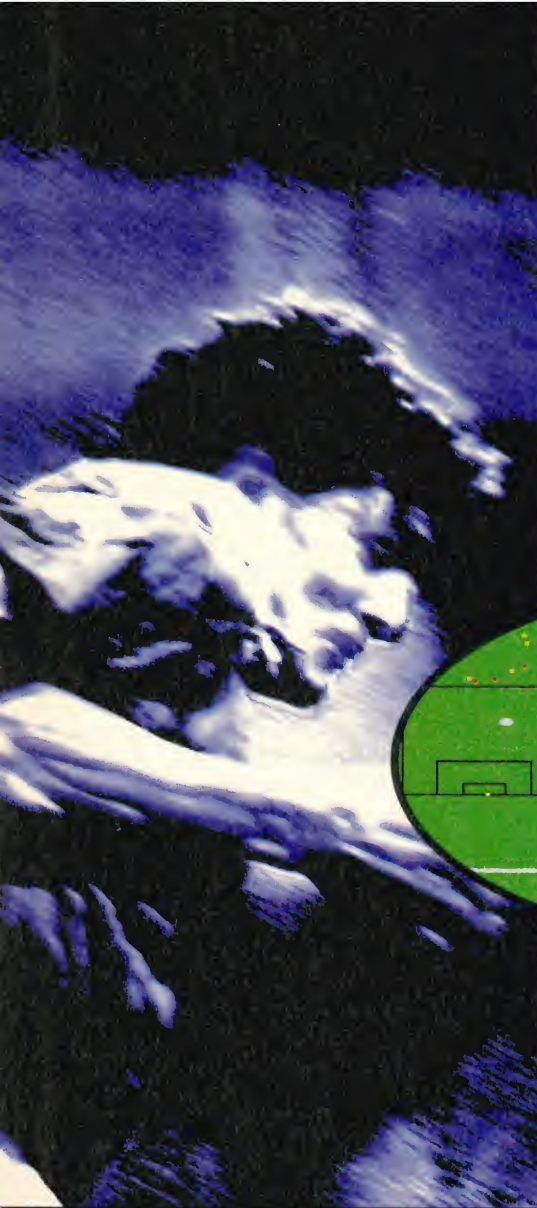
▲ Player stats determine passing accuracy, strength when barging into someone and lots, lots more! So make sure you pick the best available team.

▼ Each team possesses its own set of up-to-date player names and kit designs. You can even re-design the kits if you're feeling in a creative mood.

NO.	PLAYER	POS
1	D. JAMES	G
2	D. BURROWS	D
3	A. ROZMA	D
4	M. AHELAN	M
5	M. ARICHT	D
6	S. HADD	M
7	M. HALLTERS	F
8	J. HOLBY	M
9	I. RUSH	F
10	S. McMANAWAN	F
11	J. BARNES	F
12	J. McDERMOTT	M
13	M. MARSH	M

TEAM	
LIVERPOOL	
MANAGER	
DAVIDE SOUHESS	
FIRST KIT	SECOND KIT
PICK PLAYERS	
ONDO	QUIT





▲ And your goalie's left tasting the grass as the computer player thumps the ball into the back of the net.



▲ From close range, tap the firebutton to execute the Supershot - the computer now generates the best angled shot for you.

ARCADE CHALLENGE					
	GF	GO	DIFF	LEVEL	POINTS
LEVEL 1	3	0	3	K1	3
LEVEL 2	4	0	4	K2	8
LEVEL 3	2	1	1	K3	3
LEVEL 4				K4	
LEVEL 5				K5	
HI-SCORE	0			TOTAL	14

▲ Test your skills against the computer at all difficulty levels. Lose a match, though, and it's back to the changing rooms.

It was a tragedy to learn that Dino Dini, the mastermind behind the *Kick Off* duo, was not to launch a *Kick Off 3*. The reason is that he's moved stables from Anco to Virgin and Anco hold the rights to the *Kick Off* name.

However, this doesn't restrict Dino from producing another football game which will no doubt be interpreted by all as, at last, the third mighty *Kick Off*.

The whole gaming system has been rewritten in order to create something new yet combine this with all the best elements of *Kick Off*. While the controls remain familiar, the graphics and player sprites have been upgraded.

Players are chunkier and more recognisable as humans for a start! Pitchside detail has also been enhanced to provide greater realism of playing at Wembley or any other ground you'd like to dream about.

Aside from the fancier graphics, what else does *Goal!* offer? From the initial menu screen, you can enter into league or cup competitions or, of course, participate in either single or two player matches.

Alternatively, there is a special option where you tackle a computer team through varying levels of difficulty. You have to win or draw each match to progress. When you lose, you are shown the number of points you managed to accumulate and the goal difference achieved. Use this standard to then monitor your improvement - hopefully, you WILL improve!

The teams in *Goal!* are Premier League clubs. Each squad is up-to-date with the latest players with everyone possessing their own set of stats: stamina, handling, speed and so forth. Obviously, goalies will have much better handling skills than your typical centre forward!

The importance of an arcade-style football game

▼ Goalscorers are named along with the precise time they netted the ball. Lanky Alan Smith sends Arsenal into an early lead!



1ST LEG			
ARSENAL		2	1
TOTAL		ARSENAL	
0	CORNERS	0	
1	THROWINS	2	
2	GOAL KICKS	3	
0	FOULS	1	
0	PENALTIES	0	
0	RED CARDS	0	
0	YELLOW CARDS	0	
0	DIRECT FC GOALS	0	
0	INJURIES	0	
0	SUBSTITUTIONS	0	
1	SAVES	2	
8	SHOTS ON GOAL	2	
54	PERCENTAGE PLAY	45	

ALAN SMITH (1)

ALAN SMITH (1)

▲ At half time and full time, you can prompt a match report to analyse how well your team has performed. This was a tough and fairly equal match.

is the actual gameplay and playability. As I mentioned earlier, it's essentially the same control method as *Kick Off 2* but with a few added factors to consider...

Most significantly, your players accelerate as they run with the ball. This is meant to portray realism, especially as ball control becomes harder as your speed increases. In my opinion, ball control becomes too difficult and dribbling with the ball is near impossible. The idea is that you slow down when wanting to twist and turn but this borders on the unplayable.

Nowhere to run to

Consequently, *Goal!* saps its gameplay from a passing game. Let the ball come your way, trap it by keeping the firebutton depressed and then release the ball in the direction of a team-mate. This is fine except it would be better if you had the confidence to occasionally run with the ball. And by the way, each player has a passing ability statistic which determines his accuracy. Ultimately, it seems to make very little difference.

Other options include playing matches from a



horizontal perspective - *Sensi* and *KO2* fans will prefer the vertical approach. And keeper abilities can be altered from Easy and Medium to Normal.

Thankfully, there are no silly pitch conditions such as bumpy or plastic. The best surfaces are the only ones available: normal, wet, muddy and Wembley. So when the random pitch factor is in operation, you can be assured of a decent game each time.

Along with all the above is the considerate option to change the scale of the viewing area from zoom-in to zoom-out or the Auto feature which plays from a close-up perspective, altering for all throw-ins, corners and goalkicks.

While on the subject of throw-ins and goalkicks, you are given the freedom to place the ball exactly where you like by means of a dotted line. Manipulate the line to define trajectory and distance, similar to the system in *Rage's Striker*.

Send a bender

Another noticeable improvement is the execution of penalties. Height and swerve can be easily gauged by, respectively, length of time the firebutton is pressed and the direction the stick is shifted. The person in control of the goalkeeper has the eight joystick directions to use in order to send your sticky-fingered man about the goalmouth.

Although a very solid and competent game, *Goal!* is not perfect. As well as the odd problem or two already described, I also found that the ball tended to travel too far.

Even though it's not over the top like Grandslam's *Liverpool*, there needed to be a shade more friction induced upon the ball when coming into contact with the ground. This would help prevent the problem of ball momentum.

Also, the pitch size is the same as in *Kick Off 2*. Fine, you may think. But because the sprites in *Goal!* are twice the size, there is a distinct cramped feeling and it's a lot harder to move around freely. This is something I strongly consider a real



▲ Plenty of options for you to dabble with, including the ability to alter the strength of the goalies.

disadvantage to the player.

In the end, *Goal!* is fast and fun. As usual, most of the enjoyment can be gained from facing a human opponent, particularly one who's as comfortable with the game as yourself. This person shouldn't be hard to find because *Goal!* is easier to learn than *Kick Off 2* so get your mates round and set up your own tournament.

Computer opponents are talented but not so much that they run rings around you. Whereas the computer's tackles and interceptions were really frequent in *Kick Off 2*, this has been tweaked in *Goal!* to make it more playable so with practice, this original problem can be remedied.

Goal! is not *Sensi* and not quite *Kick Off*. It will actually carve out its own niche but *Kick Off 2* still sits at the top of my table for now.

THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
TEAM: Dino Dini
PRICE: £30.99

S C O R I N G	
GRAPHICS	82%
SOUND	80%
PLAYABILITY	82%
DIFFICULTY	SPOT ON

Another winner's medal for the King of football games. Fast action, a control method only significantly hampered by the acceleration system (I'm really not too keen on this) and a buzzing crowd to keep the adrenaline gushing. But when *Sensi* and *KO2* have already firmly established themselves, is there any room for *Goal!*? I can't see *Goal!* breaking the stranglehold of *KO2* or *Sensi* but it will certainly gather up the remaining football enthusiasts.

REVIEWED BY: Alan

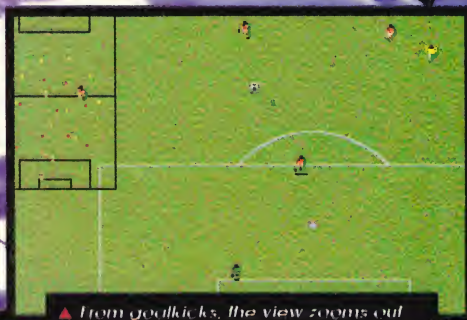
SECOND OPINION

I'm a bit of a *Sensi* fan myself but have of course played *KO2* on numerous occasions. *Goal!* increases the size of the leading pack from two to three, but it's difficult to place the trio in any order.

OPINION BY: Paul

OVERALL SCORE

88%



▲ From goalkicks, the view zooms out until the ball begins to fall back down then the view closes in once more



▼ Alter the trajectory, distance and direction of the corner kick via the dotted line, then wish for a little luck



▲ Everyone's preferences are catered for. If you want to play across the screen, you can! But most will stick with the vertical view

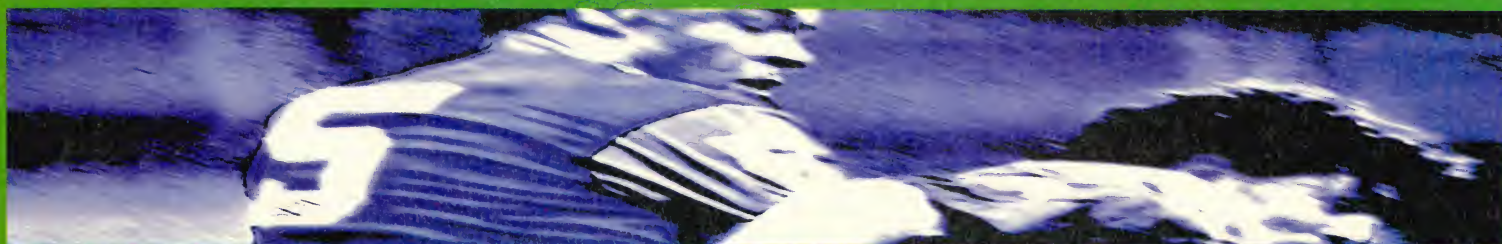
The great football dilemma

● Classics like *Kick Off 2* and *Sensi* can't be toppled overnight. However, it would be unfair for me to say that *Goal!* is in a lower bracket at this early stage - classic status cannot be earned in the space of a few days.

● If I'm still playing *Goal!* in a year's time, I'll consider ranking it alongside *Sensi* and *KO2* (even though I'm not a *Sensi* fan but I know a lot of you are!). Looking ahead in all honesty, though, my instinct tells me I will still be hammering away with *KO2* and a large proportion of the population will still be soaking in the thrills of *Sensi* or its forthcoming sequel.

● Personally, I would liked to have seen the original *Kick Off 2* game but with certain additions such as the throw-ins / corners technique, penalty taking improvements and so on. It'll be interesting to see how *Goal!* stands the test of time.

AND HERE IS THE FULL TIME ROUND UP...



GOAL!

KICK OFF 2

SENSIBLE SOCCER

Speed of gameplay

A fast-paced game, emphasised further by the acceleration of players as they run. It does feel a little sluggish though, until you really begin to stretch your legs.

This is of a similar speed as *Goal!* but doesn't suffer the hindrance of having to get into your stride before the speed actually hits you. *The Kick Off 2* way works better.

Well, in this field *Sensible Soccer* doesn't come close to matching Dino Dini's creations. The players aren't little Linford Christies but the short, sharp passing compensates.

Close ball control

Quite tricky to run with the ball, particularly when steaming ahead at full speed. This does create a playability problem.

Another tricky game to try and master close ball control but it is possible with sufficient practice. And not held back by the acceleration factor.

Doesn't really demand close ball control from the player and is more suited to short passing. If you want to dribble, chances are you'll lose out.

Passing

Takes a lesson from *Sensi* by being able to tap the firebutton in order to send the ball to the nearest player in the direction you're facing. Also benefits from being able to trap the ball and then direct it.

Holds an advantage over *Sensi* by being able to trap the ball, hold up play and then pass it on. But both *Goal!* and *Sensi* have the bonus of short, accurate passing by simply tapping the firebutton.

Short, crisp passing is the key to *Sensi*. This method can be executed effectively but, even so, it would be nice to be able to stop with the ball at your feet before then pushing it on to someone. Oh well.

Aftertouch

Fairly generous with the time given for you to add aftertouch. Fine but takes some adjusting to if you're a *KO2* fan.

You have to be quick on the joystick but, again, no problems here. The best of the three.

A good, easy to use Aftertouch system although the swerve can be somewhat excessive at times.

Zonal positioning

You end up running so fast, the positioning of all your players suddenly loses its importance!

Can't fault *KO2* in this area. A good set of formations are available from both attacking to defensive extremes.

Gaps between the three areas of defence, midfield and attack need tightening a little.

Tackling

The men perhaps don't slide as far as they should but collision detection is alright. Tackling is done well and not as reckless as those in *Kick Off 2*.

A bit of a pain when the computer decides to take control of your man and sends him lunging forth. Otherwise, fine.

The length of the slide and reaction time to your button pressing suits the style of the game perfectly. Ideal and satisfying all the way.

Shooting

Indifferent about the close range Super Shot option. And aren't the goals a little small?

Adore the many types of shots you can try. You really feel like you're blasting the balls into the back of the net.

Nothing wrong when you come to shoot in *Sensi*. It seems like *Goal!* comes third in this category!

Goalkeeper abilities

Goalies are solid barriers that don't let too much in. Competent and set just about right.

The same applies to *Kick Off 2* as it does with *Goal!* Very occasionally, a touch naive.

Again, sound goalkeepers although they do tend to rebound the ball too often. Makes the game lively, though!

Pitch options

Consists of the four best and most playable conditions from *Kick Off 2*. No plastic pitch - hurrah!

Influential and playable pitch conditions marred only by the lousy and far too bouncy plastic pitch.

No duff pitch conditions but you can hardly tell the difference between each when playing.

Team data

Up-to-date with all the latest Premier League teams and player names. Extensive research, indeed.

No authenticity whatsoever with teams made up from complete unknowns. But does this really matter?

Fully up-to-date with the best and worst of the international and home teams... and more.

Graphics

Large, recognisable player sprites with interesting pitchside detail.

Nothing exceptional but certainly more than adequate.

Tiny sprites but they do their job with satisfactory results.

Sound

Roars of the crowd create a vibrant atmosphere. And there's the usual sound of kicking the ball.

Limited sound effects makes it seem as though the crowd have mistakenly travelled to an away ground.

Lots of utterances and gasps from a lively audience who like to watch a good football match.

ACTION REVIEW SPORTS SIM

CHAMPIONSHIP MANAGER '93

Now is your chance to win the Premier League title at the very last moment, Man Utd style!

People who have played the original *Championship Manager* all fell firmly into one of two categories. They either thought it was God's gift to football management simulations, or they thought it was far too slow for any enjoyment to be gained from it, with highly intrusive pauses eating away at any enjoyment factor.

Unfortunately, I fell squarely into the latter category. Although I could see that it was quite obviously one of the most detailed, complete football management games ever released on any format, this fact was outweighed by the game being so painfully slow.

Obviously then, this update disk is going to suffer from exactly the same problems as it is basically the same game. The only additions are updated player names and numerous new features which merely increase the level of detail within the game, including a new divisional structure incorporating the Premier League, injury time, the ability to select penalty takers and so on.

You start off as manager of a lowly third division team and you must guide them through the rigours of professional football, gain promotion to the Premier League and hopefully lead them onto glory in Europe. Failure, however, will bring upon you the wrath of the board of directors and if things don't improve, you may find yourself out of a job.

Originally when this was released, its major selling point was the amount of realism the program



▲ Hard negotiating is the order of the day. You couldn't beat him down on the length of his contract but you did manage a deal of \$400.

manages to convey - nothing like it had ever been available before! Well that was fine for the original but you would expect that some effort would have been made to correct any flaws concerning the speed. Unfortunately it hasn't.

The only saving grace for this game has been the advent of the A1200. On the faster machine, the game runs much quicker and the pauses are far shorter, making the game a lot more bearable on the whole. And a good thing, too!



Half-time Stats			
CHESTER		H.B.A.	
01 SIDALL	1	01 SIDALL	1
02 ALBISTON	1	02 ALBISTON	1
03 BISHOP	1	03 BISHOP	1
04 BISHOP	1	04 BISHOP	1
05 SIDALL	1	05 SIDALL	1
06 SIDALL	1	06 SIDALL	1
07 SIDALL	1	07 SIDALL	1
08 SIDALL	1	08 SIDALL	1
09 SIDALL	1	09 SIDALL	1
10 SIDALL	1	10 SIDALL	1
11 SIDALL	1	11 SIDALL	1
12 SIDALL	1	12 SIDALL	1
DEFENCE	33%	DEFENCE	33%
MIDFIELD	43%	MIDFIELD	43%
ATTACK	26%	ATTACK	26%
ATTEMPTS	1	ATTEMPTS	1

▲ Half time and it is fairly obvious that the Chester players just aren't performing. Time to give them a bit of a roasting I think.

THE LOW-DOWN

PUBLISHER: Domark
CONTACT: 081 780 2222
TEAM: In House
PRICE: \$25.99

SCORING	
GRAPHICS	54%
SOUND	61%
PLAYABILITY	83%
DIFFICULTY	TRICKY

Fancy yourself as a bit of a Brian Clough? If so, then you really can't afford to be without this game. If, like most of us, you only have a passing interest in the managerial aspects of the game, then you may find yourself quickly losing interest as a result of the speed problems mentioned earlier. If you stick at it, it's very easy to become hopelessly lost within the game and literally spend hours at a time in the quest for Premier League glory.

REVIEWED BY: Steve

SECOND OPINION

Very comprehensive, very realistic and extensively researched. If you loved and conquered *Premier Manager*, then take a look. If you haven't seen *PM*, then I'd advise you check that out first.

OPINION BY: Paul

OVERALL SCORE

78%

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ACTION REVIEW ARCADE STRAT.

Make tracks with the latest tank simulation to attack the market.

WAR IN THE GULF



Before each mission, you are given a briefing which you must adhere to. They vary in difficulty but, whatever you do, you'll be guaranteed to come across loads of Iraqis.

Confrontation with an Iraqi tank may sound dangerous, particularly when you consider that relations aren't as good as they used to be! You may feel a little more at ease knowing that you're going to be sitting behind six inches of steel inside an M1 Abrams.

War In The Gulf takes *Team Yankee* and *Pacific Isles* into the dusty deserts of the Middle East.

Whether or not you consider this to be insensitive is not for me to judge so I'll just continue to review the game and you can make up your own mind as to the morals of this title.

By means of a four-sectioned screen, you control four armoured platoons on various missions against the infamous tyrant, Saddam Hussein. Embark upon deadly missions against enemy tanks and fortified

establishments, employing both strategy and quick reflexes in order to succeed.

Guide your mouse-controlled cursor swiftly about the screen as you give directions about travel and formations, orders to shoot and which type of shell, examine the state of play and troop morale, and so on. If you've played *Team Yankee* or *Pacific Isles*, you'll know precisely what to expect here as it's virtually more of the same.

War In The Gulf and its family of predecessors differ from MicroProse's acclaimed *M1 Tank Platoon* in that Empire's efforts are more arcadey. In fact, they're the perfect balance for the casual strategist with a yearning for action. The depth of gameplay is perfect for someone who prefers something a little more light-hearted than a MicroProse masterpiece.

Turret like it is

Choose either all four views for all your units or just concentrate on one view of one unit.

Access the map screen.

Access the 3D screen.

Tank movement and direction. The red bearing is the way your turret is facing.

A selection of available weapons from armour-piercing shells to smokescreens.



Look at armour and morale ratings.

Money given to you by the Emir.

If you have arranged an artillery barrage for a certain time, keep an eye on the clock as you don't want to get caught up in the middle of it.

The strength of the two in-game forces are displayed by bar graphs.

Your rank. Do well and you may earn promotion.

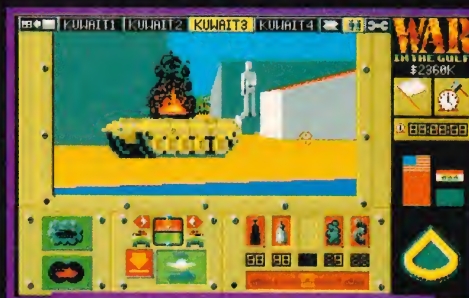
The Boys are back in town



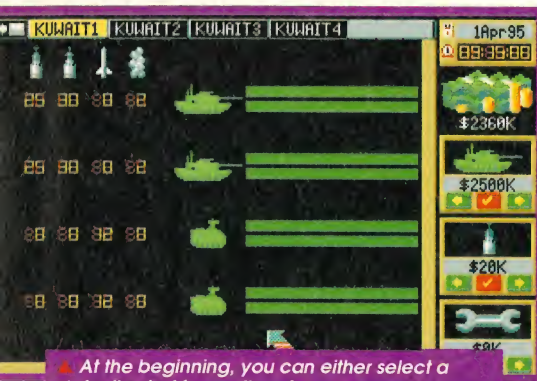
▲ You must storm the town without destroying any of its ancient and historical buildings. Not easy!



▲ Picking off the enemy tanks from a distance, one stray shot into a historical building and it's all over.



▲ Once the town has been taken, you are free to move all your tanks into the secure area.



▲ At the beginning, you can either select a default set of four units or buy your own specified army with the money available.

Anyway, back to the game. Each platoon can be concentrated on in more detail than the initial four-way split screen. Clicking on an icon zooms-in on a unit, taking up the whole screen with its new, close-up perspective. So whether you're peering out of your turret or on the map screen, you can view all four in one go or each one individually on a larger scale.

Before each game, you are given a set of objectives to be achieved within a time limit. Organise artillery barrages to help your cause, equip

▼ At close-range, you can almost smell the burning wreckage! Let's hope you're not next.



your vehicles with a variety of missiles and shells, study the terrain and plan how to use it to your advantage, then away you go. If you have the Schwarzkopf blood in your veins, then you may just accomplish your goals. Otherwise, it's an early visit to the geezer in the sky for you!

A twist in this third addition is the influence of the Arabian Emir. It is he who is financing your operations and you'll need every Shekel you can get from him.

By annihilating as many of the enemy forces as possible and completing your missions, the Emir will give you bonus cash with which you can re-arm and upgrade your vehicles. On the down side of things, shoot a Friendly or destroy Kuwaiti structures and you'll have to forfeit a certain amount. This means success equals money but you need money to be successful... it's all high-flying finances these days, you can't just go out and let loose with your 25mm!

As an action simulation, there's always plenty of vehicles and buildings to destroy. And because the sound effects are highly explosive, the satisfaction of blowing a cloth-clad Iraqi to the other side of the Gulf always results in a broad smile.

The graphics are also of a high quality and scrolling is reasonably fast and smooth. Icons are easy to recognise while the controls are fairly straightforward to master; I'm sure it can't be this easy in reality but so what!

War In The Gulf is not really for Yankee or Isles owners as there's not much new to offer. However, for those yet to experience the qualities of this series of tank games, War In The Gulf comes highly recommended. Its appeal will no doubt stretch to many shoot'em-up sadists and strategists of all ages. And it's safer than actually joining the army.



▲ Examine a map of the area to determine your strategy. Try to use the trees and dunes as cover and camouflage.

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: ODE
PRICE: £29.99

S C O R I N G	
GRAPHICS	86%
SOUND	80%
PLAYABILITY	90%
DIFFICULTY	TRICKY

As a Yankee doodler all those years ago, it's a joy to sit back in the hardened, sweaty seat of an Allied tank and kick some butt. To experience the frenzy of controlling four sections of armour is unique, thrilling, confusing and often chaotic! And along with clear, detailed graphics and decent sound, War In The Gulf launches itself to the forefront of ground-based battle sims with the same amount of impact as sitting on a High Explosive shell.

REVIEWED BY: Alan

SECOND OPINION

I've seen it all before in Yankee and Isles but it was good then and it's not lost its appeal now. Hard-core strategists may find the action too much for them but everyone else will love it.

OPINION BY: Steve

OVERALL SCORE

88%

On the soapbox

With the Gulf War not so long ago and the troubles in this particular region of the world very much unresolved, is it right to publish a game like War In The Gulf? Of course, this can be asked about EA's Desert Strike. Is it proper to produce games of this nature or is this an indication of the world's insensitive and, more accurately, capitalist nature regardless of the subject? Let us know your opinions by writing to: Gulf Soapbox, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

ACTION REVIEW ROLE PLAYING

A sequel that'll have adventure fans rubbing their amulets with glee.

WORLDS OF L

In terms of the adventure role-playing genre, *Legend's* success, both commercially and critically, was emphatic, overshadowed by perhaps only *Dungeon Master*, *HeroQuest* and precious few other titles in the annals of computer adventuring. This prompted the makers, not surprisingly, to plough through yet another adventure of epic proportions in the strong belief that fans of the trad-RPG genre just can't get enough dimly-lit bedroom action.

If *Legend* was, erm... big, then *Worlds Of Legend - Son Of The Empire* is, erm... even bigger. So from the loins of *Legend* springs a 'Son of' sequel that so strongly resembles his venerable old pop that even the keenest *Legend* fan would be hard pushed to tell the two apart.

Once again we return to China, not today's sad drab land in the grip of communism but the vibrant, tyrannical, inventive, adventurous and opulent land of yesteryear. News of the Emperor's death sends you scuttling back from adventure and derring-do with your amusing band of friends to crush the pretender to the throne, the evil sorcerer Ti-Mann Mochun. Ti-Mann as in "Straighten your..." and Mochun as in "Do the Loco..." Highly amusing!

Curiously, one of the first selections is to choose the gender of your characters which, if nothing else,

offers the opportunity to run around in a very fetching bikini or figure-hugging outfit without fear of ridicule or arrest - although it does raise serious implications in the Son of... title.

Each member of the team, as usual, has a variety of abilities ranging from fancy magic tricks and rune-casting to subtle cranium-crushing antics. Also, true to form, each character has a quota of intelligence, strength, dexterity etc, as well as health status in the form of constitution and strength. So pretty state-of-the-art stuff here.

Shop 'til you drop

A 3D map of the Land of Trazere shows the group's position in conjunction with various landmarks and towns. Your progress and the position of the enemy are symbolised by banners. The adventure can be further accessed by a simple to use menu system which presents the opportunity to visit various places in the locale, buy horses, visit an Apothecary for magic-making ingredients, an Artificer for armour and weaponry, or specific individuals as that wily old bird, your Aunt Sushiana. The majority of this role-playing is presented on a 2D traditional screen, generally displaying a character and a menu of options which enable communication and choice relative to the specific venue.

WOL is played on two distinctly different planes: 2D representing towns and villages and an isometric 3D world for the Treihawyl Dungeon. Here a kind of *Gauntlet*, *Knighthlore*, *Cadaver*-ish world invites one to select any character as leader which the other members will follow. Selecting commands at the base of the screen enable the player to, 'Push', 'Take', 'Look', 'Open' or 'Shut' an objective.

In terms of multi-facetness, *WOL* is a veritable Swiss Army knife. In addition to trad-role-playing and various forms of combat, the game boasts a full

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Pete James & TAD
PRICE: \$29.99

S C O R I N G	
GRAPHICS	72%
SOUND	71%
PLAYABILITY	80%
DIFFICULTY	HARD

Legend was a hit and *Worlds Of Legend* will undoubtedly follow in its footsteps. The game is not choked with fancy graphics, overblown animation sequences and over-the-top orchestration. The graphics and sonics are at best underwhelming. But what it does boast with pride is a real role-playing challenge with plenty of guts and variety. The 2D and 3D environments work well offering gameplay variety and entertaining action.

REVIEWED BY: Jason

SECOND OPINION

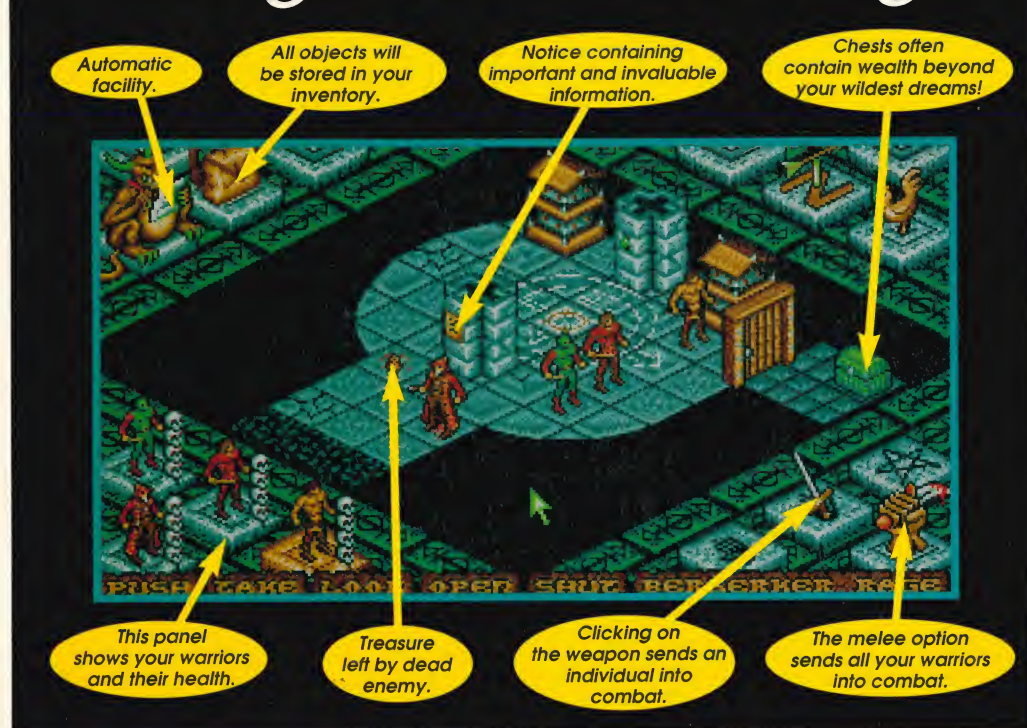
A powerful engine drives the whole machine with true conviction. A very thorough production, ingenious and inventive in parts but with a gripping hold of traditional role-playing ideals.

OPINION BY: Steve

OVERALL SCORE

79%

A Legend in the making



EGEND

Alchemy Spell System complete with pestle and mortar where you can mix an unlikely concoction of nasty tasting ingredients.

Working in conjunction with the spells, there are 16 runes available in the game which are broken down into two different types: some indicate which way a spell should travel in, the others target the spell's effects at the floor tile in front of the caster or eight tiles surrounding or at a specific location. The spells have properties that can heal or damage, paralyse and protect, make weapons and so on.

♥ Not an easy opponent to overcome - good job he's on your side. *Worlds Of Legend* features a large array of friendly and grizzly characters. Hope you've got a trusty sword by your side or are ready with a barrage of spells.



◀ Memoirs of an invisible man? Beware though, for this invisible man has special powers. One of them happens to be that he can disappear!



▲ The important thing to remember is to stick together at all times - there's nothing quite like safety in numbers.

WALKER

fill 'em full
OF DREAD

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the Walker has the destructive powers of an H-bomb and the charisma of a Katshnikov.

then
drill 'em full
OF LEAD

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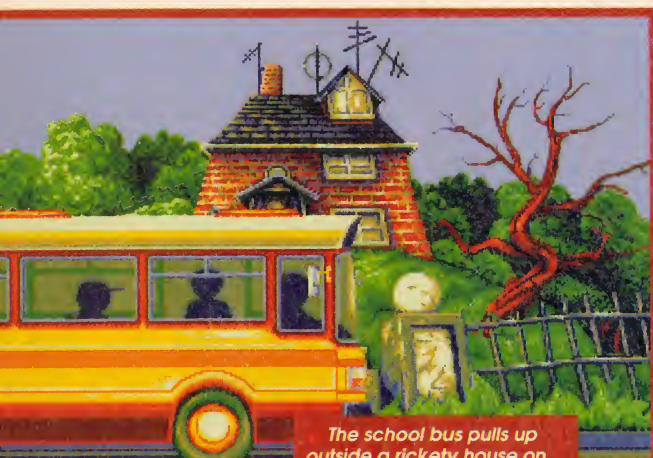
ACTION REVIEW PUZZLE

He isn't made of plasticine,
and Tony Hart is nowhere to
be seen. We've been had!

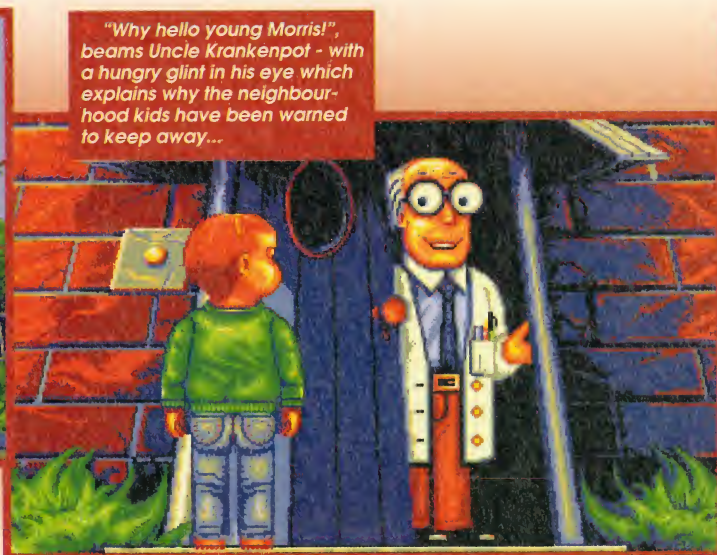
MORPH



▲ "Start wherever you like",
offered the kindly programmer
- and by God we did! It's just
the kind of people we are, I
guess. Anyway, there are
several options open to you.



The school bus pulls up
outside a rickety house on
the outskirts of town, from
wherein there comes a
cacophony of strange
sounds...



"Why hello young Morris!",
beams Uncle Krankenpot - with
a hungry glint in his eye which
explains why the neighbour-
hood kids have been warned
to keep away...



Gullible people in history - Part 1

Adolf Hitler to Neville Chamberlain:
"Honest mate - I'm a big pussy cat at
heart. Really."

Eve to Adam:
"Oh go on - no-one will know."

Lyndon Johnson to the American public:
"We can all be proud of this great moral
victory against a mighty force."

HRH the Prince of Wales to Lady
Diana Spencer:
"Till death us do part."

Norman Lamont to anyone who'd listen
(Several times):

"We have turned a corner and Britain will
now flourish."

Antonia de Sanchez to David Mellor:
"It'll be our little secret darling."

David Mellor to his wife:
"I've been down the pub with me mates;
that's tomato ketchup - honest!"

Robert Maxwell to St. Pete:
"My whole life was devoted to helping out
the needy; go on - let me in."

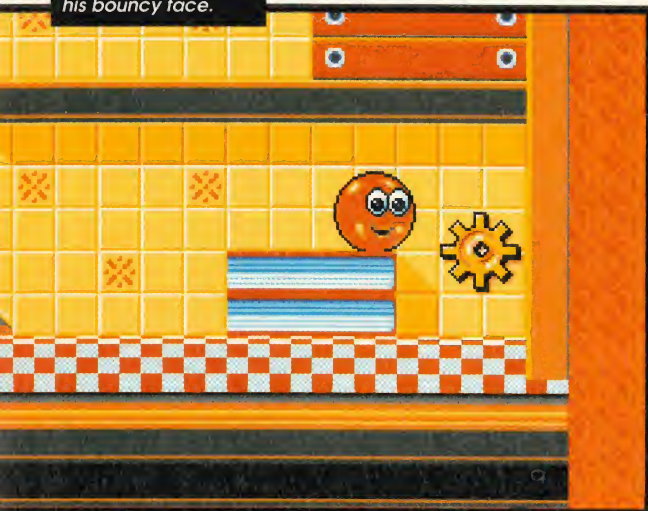
Dodgy car salesman to Paul:
"It runs like a dream gov'nor, and it's a
bargain at the price!"

Bet you're all you're pretty confused now eh?
Tony Hart, Mr. Bennet and a host of
historical low lifes - and you thought this
was a game review? Well it is, but we at Amiga
Action like to enlighten you from time to time with
our contemporary analogies, heightening your
knowledge and broadening your understanding of
key historical events. (So it's nothing to do with
filling three pages then? - Ed).

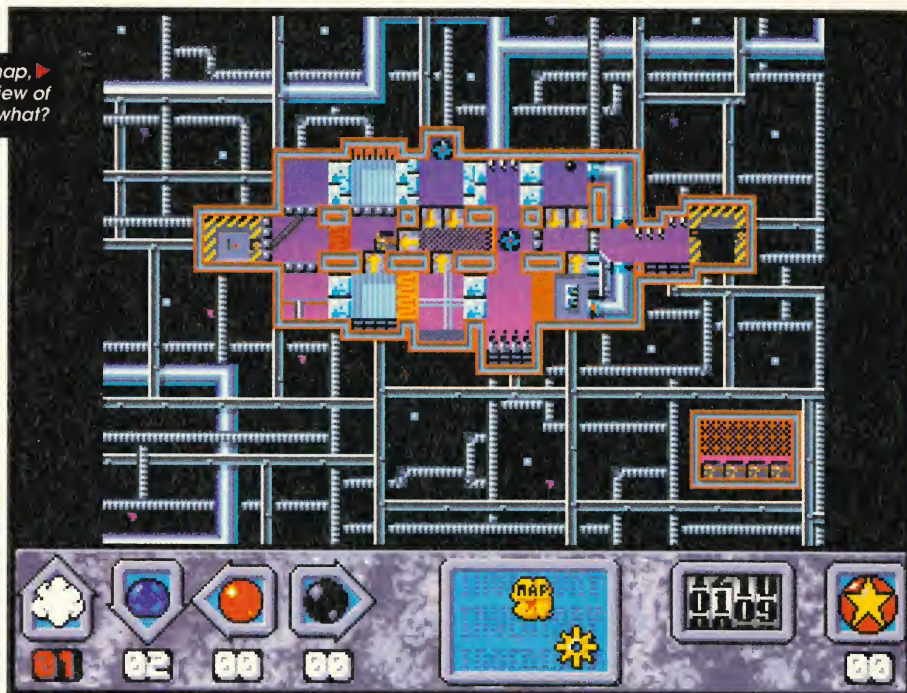
Throughout history there has run a vein of
people incapable of penetrating the obvious
deceptions of evil, and uncovering the nasty fibs
below. Wars have been fought because of this - riots
have been endured and governments brought down
while countries starved. Probably. I myself am one of
these unfortunates, and so too is our hero in this
game - Morris Rolph, or Morph for short.

Ask yourselves this question: if you had an
eccentric and unsuccessful professor for an uncle
(which many of you do, no doubt), and this member
of your extended family unit asked you to "Just step
in here a minute" - gesturing towards a decidedly
dodgy looking and as yet untested metamorphosis
machine - what would you do? Personally I'd

▼ The all-important cog. No wonder he's got a smile all over his bouncy face.



One very nice feature is the map, which when collected gives a view of the whole level. Simple or what?



"But Uncle - I want to play football. Mum won't be pleased when she finds out, you know."

"Oh Morris, you know I'd never harm you!" exclaimed Uncle as he tugged the knob with a grunt.



"Boo hoo! I don't feel very well at all." "Oh dear - it seems as if my newly patented Young Boy Aphrodisiac Machine still needs some fine tuning."

probably do it, because I'm a bit daft like that, and besides, wouldn't want to offend someone who sends me a present each Christmas, even if I do have to kiss his daughter - an overdeveloped teenager with a roving tongue, but really - it's not a good idea, is it?

Morph obviously thought it was, because on one such visit to his comical uncle, Professor Krankenpot, the cheerful young chap was tempted to partake in a spot of Mindless Machine Entering, and not surprisingly came a bit of a cropper.

No sooner had his states been altered, so to speak, when the machine exploded, scattering bits everywhere and rendering young Morph a seemingly stranded metaphysical mass. And it is your task, dear reader, to guide this aptly-named pulsating gelatinous blob around the vicinity of Uncle Krankenpot's lab, collecting the pieces of the machine so that it may be

rebuild, thus returning Morph to his previous state of flourishing boyhood.

The fact that Morph is rather lacking in the Physical Properties department is a bit of a hindrance when it comes to negotiating the levels, which is of course the whole point of the game. What the clever little... er, thing, can do though, is exert enough control over his

misbehaving molecules to formulate himself into one of four states of being, from a hard metal ball to a gassy cloud, and it is the interchanging of these limited properties which largely constitute the gameplay.

It's an astonishing quirk of fate that no-one was injured in the explosion, because such was its strength that the cogs were flung not only around the Prof's lab, but also into the garden, the neighbouring factory and even down the sewers!

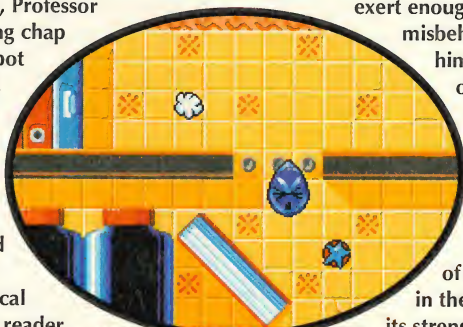
All four areas contain six levels

each, and the mathematical geniuses amongst you will already know that this means 24 pieces of machinery need collecting in all. Unlike most puzzle games, Morph allows a choice of starting point for the intrepid player; the Professor's neighbourhood is presented at the beginning in the form of a map, with the option to try the first level in any of the areas.

Burger-ation

This was all very well for the likes of *McDonaldland*, which was billed as a game for the younger age group, as it catered for the impatience of the under 12s, but is perhaps not such a hot concept for a puzzler like *Morph*, which, weighing in at a mere 24 levels, needs to increase its longevity as much as possible. But anyway...

At the beginning of each level Morph appears in a seemingly randomised state of being. Depending on the area, he needs to overcome a variety of obstacles in order to collect the all-important cog and find the exit. For instance, bumbles in the garden puncture Morph in his bouncy state, while air conditioning fans in the factory suck in



▲ Metamorphosing isn't all that much fun. It's a bit of a pain squeezing through those drains.



▲ Morph can change into any one of four states – but beware, you will hit obstacles that can kill you when you're in one state, but not another.

unsuspecting clouds of gas, and pools of liquid quickly swallow him as a heavy metal ball.

Movement is limited, again depending upon the properties Morph assumes; gas clouds rise, metal crashes through walls, sponge bounces and water can squeeze through difficult-to-access nooks and crannies. Despite these capabilities, movement around the platformy levels is just a little bit TOO limited, and at times, virtually pixel-perfect joystick control is needed to avoid failure.

Icons at the bottom of the screen indicate how many changes to each state are allowed on a level, which cannot be overused, or completion is impossible. What is included though – which I find quite pointless – is another icon, displaying how many “extra” changes can be made.

The reason I accuse this of being pointless is that despite the fact a level cannot be completed successfully (ie Morph has undergone too many

What a state you're in

GASSY MORPH:
No it's not what you think – he smells fresh as a daisy and can reach those high ledges in this state.

LIQUID MORPH:
Squeeze through those narrow gaps and drop into the most uncomfortable positions.

BOUNCY MORPH:
The clever little chap can bound over hedges and walls in this state but mind those spikes and thorns!

HARD GUY MORPH:
Nothing's gonna get in this guys way! Smash through barriers and steer clear of the water.



changes), this option allows a player to continue “exploring” a level so he/she will know better for next time. Again, the only purpose this appears to serve is to decrease the lastability of the thing!

Power-ups and extra time (because each stage has a time limit of two minutes) are spread around, but most important are the freezer blocks and heating elements. These are invaluable in saving those changes, since by passing through them, your physical state is automatically altered: heating elements take a metal ball sequentially down until it becomes cloud, and freezer blocks do the reverse.

Morph began in the North East as *Metamorphosis* – a Flair project. It was taken over virtually complete by Millennium, and in their words, simply rounded out and polished up a bit.

Polished it certainly is, though one can't help suspecting that in the cut-throat market of the puzzle game, more rounding out would have made it a far more viable contender for a place at the top of the charts. Still, not a bad effort.



▲ Return the cogs to the Professor's laboratory after every stage if you still want to risk facing him in bodily form.

THE LOW-DOWN

PUBLISHER: Millennium
CONTACT: 0223 844894
TEAM: Peter Johnson
PRICE: £25.99

S C O R I N G	
GRAPHICS	80%
SOUND	77%
PLAYABILITY	70%
DIFFICULTY	AVERAGE

It cannot be said that *Morph* isn't colourful, and neither is it true that the sonics aren't up to scratch. Most of the levels are well decked out with the obligatory cluster of pitfalls, levers and moving platforms, but despite all this, the frequent frustrations with the control (and consequently the lack of that magical manic quality), and overall lack of size categorise this effort as Not Half Bad But Wouldn't Buy It.

REVIEWED BY: Paul

SECOND OPINION

I like *Morph* and I don't care what anyone else says (*You're fired!* – Ed.). I am sick of people endlessly churning out identical puzzle games just for something to do. At least *Morph* is a bit different!

OPINION BY: Steve

OVERALL SCORE

75%



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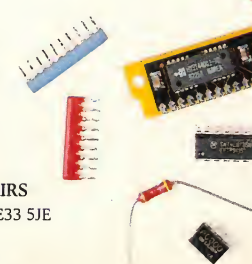
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ACTION REVIEW PLATFORM

Would you be bark-ing mad to miss this? Is Woody a real tree-t to play? Let's check it out...



▼ Not all platforms are as solid as they first seem. For example, this one rotates to fling you to your doom below.



Anyone expecting to see a bird with an inimitable laugh should be set straight right away. *Woody's World* is not a licence of the oh so popular cartoon character but a simple platform game featuring a Woody more suited to a Boston bar.

Dispense with the plot – all you need to know is that you're out to recover a long, lost crystal. And as you'd expect, the crystal is hidden on the other side of the world which means you'll need a lot of skill, luck, stamina and a sizeable packed lunch.

Woody's World envelopes all the stereotypical platform qualities: it's cute, colourful and accessible to play. In fact, *Woody's World* will not win any awards for originality but it's consistently attractive throughout every level.

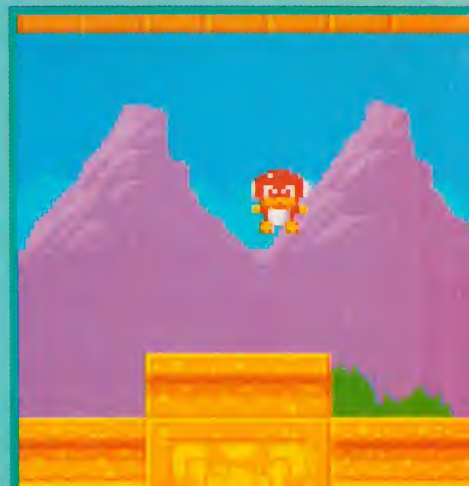
Your adventures take place over a number of different scenarios. From meandering about the pleasant undergrowth to taking a dip underwater, you are always up against a time limit to complete each stage.

WOODY'S WO

▼ When everything ahead seems quiet, look out for falling rocks from behind. Take cover!



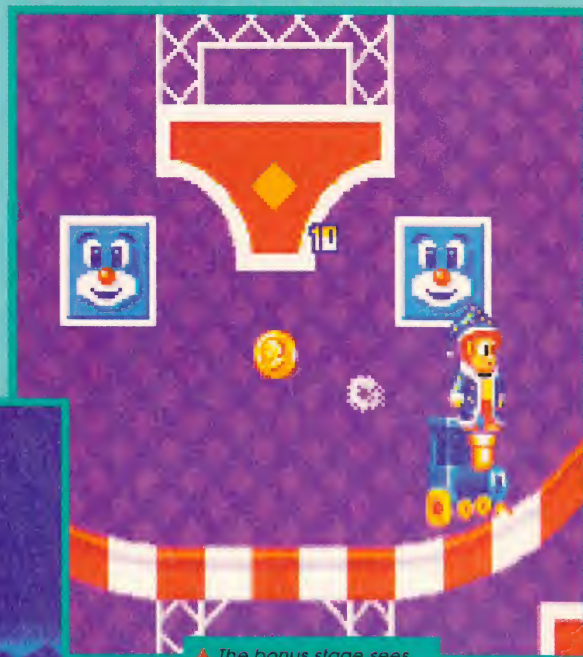
▲ From the map screen, will you head for the dank passageways of the castles or out into the open air?





◀ You need to find most treasure chests before being allowed to exit the level. And they'll make you happy and wealthy, too!

♥ Ooarr, Jim Lad! Take to the high seas but look out for piranhas with springs in their tails - they have a nasty bite.



▲ The bonus stage sees you going loco in an attempt to collect as many points as possible.

How do you finish a stage? Well, you must collect at least 50 percent of the treasure chests from each level. The exit will then reveal itself and off you go as fast as your intrepid legs will let you.

Although you're a lowly peasant kind of chap, it is possible to climb the hierarchy ladder. About the land are blocks with heart symbols etched upon them. Knock the blocks to reveal some sort of bonus. As well as extra points, you can find extra lives and, more significantly, a change of clothing!

Change of clothing? And what is wrong with the togs you normally wear? Nothing except that by wearing a Royal gown and transforming yourself into a King, you are able to enter special rooms and, unlike before, shoot deadly stars at enemies.

On a less grander scale, you could find yourself donning the clothes of a Prince. So rather than having to bounce on foes to kill them, you can now execute a rather nasty leg chop.

Secret rooms and passageways are aplenty in *Woody's World*. In fact, if you want to score a perfect round by discovering all the chests, you'll need to trace such places by jumping into walls, bounding about in the air in the hope of revealing floating stepping stones and so forth.

Steam clean

Every so often, you'll have the opportunity to considerably increase your score by means of a bonus stage.

On such bonus levels, you ride atop a steam train over rollercoaster terrain. By leaping up and down, you must try to collect as many extra points as possible. Thankfully, you always land back on the train so returning down to earth (well, carriage height) is never a hazard. For a quick leap up the score table, you'll need a little bit of luck when your wheels are rolling hard.

This is a traditional platform affair with all the usual tricks and cunning guile of a gamewise programmer. This is good in that you know you're assured of a fine and appealing game but bad in that there's nothing particularly new on offer. Consequently, some may be left disappointed.

As a result, once you've ventured onto a level for a couple of goes, you tend to find that the perils further into the stage are virtually the same you were presented with earlier. This doesn't leave much to fathom out and the experienced gamers may begin to feel there is a distinct lack of real challenge.

In other words, don't expect *Woody's World* to take over your life for the rest of the Summer but it does give you something to enjoy should the sun fail to shine.

WORLD



♥ Little Angels aren't just a rock group, they're enemies that need to be dealt with by foul means.

THE LOW-DOWN

PUBLISHER: Global
CONTACT: 0753 686000
TEAM: Vision Software
PRICE: £25.99

S C O R I N G	
GRAPHICS	78%
SOUND	84%
PLAYABILITY	82%
DIFFICULTY	A CINCH

A meander into *Woody's World* will no doubt delight and please. Full of vibrant colours and enticing gameplay, you'll be playing *Woody's World* with a warm smile. The difficulty level is too easy, however, while the problems and obstacles remain simple, ultimately becoming very predictable. A solid and unobtrusive platform effort that, as a whole, will probably not disappoint buyers but it doesn't offer too much to inspire, either.

REVIEWED BY: Alan

SECOND OPINION

Woody's World offers little in the way of originality and is also burdened with a very questionable level of difficulty. The game is enjoyable while it lasts, it's just very much a case of seen it all before.

OPINION BY: Steve

OVERALL SCORE

75%

ACTION REVIEW PLATFORM

After hedgehogs and frogs, whatever can be next? Answer – Grandslam's eager beaver!

Is there no form of wildlife safe from video game immortality? We've seen hedgehogs saving hordes of forest dwelling cutie-pie creatures, frogs racing through mythical lands in search of lost loved ones – foxes, chickens, ducks, dolphins and dogs. I'm nervously awaiting the day when a water buffalo simulation or slug fighting game arrives in the post, but for the time being must content myself with the latest in a long line of animalistic efforts – the dubiously named *Beavers*.

All is not well in the land of the big-toothed riverbank rodent, despite the apparent fact that Beavermania has swept the whole of the civilised world. This is actually part of the problem: new pop heroes The Beavers Supergroup – led by the charismatic Jethro – have ascended to the top of the charts again, rendering former teen idols The Rappin' Rabbit Rockers outdated and on the scrap heap. (Not, incidentally, too unlike the real life Take

That / Bros situation, except of course that The Rappin' Rabbit Rockers aren't quite sad enough to adopt a new hairstyle, write an uninspired book about their lives, and class it as a comeback.)

Anyway, they're none too chuffed all the same and take it upon themselves to kidnap Jethro's wife,

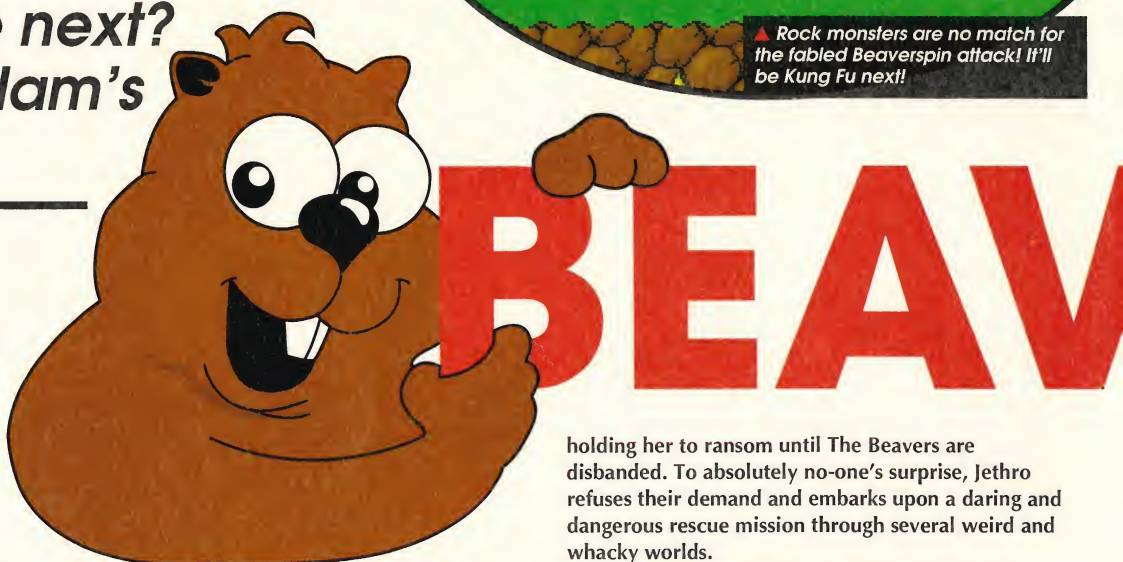
holding her to ransom until The Beavers are disbanded. To absolutely no-one's surprise, Jethro refuses their demand and embarks upon a daring and dangerous rescue mission through several weird and whacky worlds.

Long gone are the days when I looked for an interesting and innovative storyline to a game although, in all fairness, the animated introduction featuring the band and the kidnapping is both relevant and humorous.

I wouldn't like to vouch for Jethro's actual beaver likeness, since I honestly can't remember



▲ Rock monsters are no match for the fabled Beaverspin attack! It'll be Kung Fu next!



Pull no rabbit punches!



▼ The chart-topping Beavers strut their funky stuff to yet another packed house.



▲ There seems no end to their success; the media go wild – fame and fortune follow.



▼ But not everyone likes their brand of music. The Rappin' Rabbits hatch a fiendish plan.



▼ Suddenly the Rappin' Rabbits burst in with Uzis, pinning the helpless singer to the wall!



▼ Wifey's life flashes before her as she stares down the barrel of the gun and pleads in desperation...



▼...But it's all to no avail as she is clubbed about the head and dragged screaming through the door.



◀ Jethro turns a deathly shade of pale as Snowman gives him the cold and chilly shoulder.



▶ Collect the stars for extra energy - always handy when up against killer geraniums. I'm dreading the daffodils!

BEAVERS

having ever clapped eyes on one of the beasts. Even so, he's a nicely animated little bloke and comes complete with the uncanny ability to whistle a tune and dance!

Beavers is spread over 20 levels, encompassing several kinds of land such as the obvious forest, a snowscape, spooky caves and so on. Unlike most similar affairs, the lands are not presented in any specific order, instead they are mixed up and as such provide added variation as well as a nice break from the norm.

Jethro's progress through the levels is hampered

by a host of relevant and irrelevant creatures who for some reason have decided to aid the dastardly triple Rs. As one would expect, he needs to overcome these - and the obligatory end of level baddies - if he is to stand any chance of rescuing the beautiful... wotsername. Yellow stars combine to provide extra energy and lives, and a rare red star does the job in one go.

Another must is the collection of a Davy Crockett hat, one of which is hidden on every level, although none of us here have been quite able to work out exactly why! *Beavers* is to all intents and purposes the standard run and jump platformer but Jethro does have a slightly different style to most.

Sonic the beaver?

He's not the quickest character by a long chalk (which is not a criticism - there seems little point in sacrificing gameplay for speed, as seen several times recently), and spends most of his time jumping from ledge to ledge. His attacks on unsuspecting beasties are carried out by means of a kind of drilling attack, whereby he simply spins into his adversaries and splits them into pieces. If left alone, Jethro puckers up and whistles a happy tune!

Most of the levels consist of the recognised ledges, trees, pitfalls and jumps, and in the main are quite large indeed. To further the variation, the programmers have dropped in the odd scrolling level - usually short - where Jethro needs to keep up a reasonable speed if he isn't to be ousted from the screen altogether.

Beavers may well have been rendered among the also rans if it wasn't for the one or two neat touches and the overall freshness of the game.

The colours and characters are all very simplistic but rather than detract, this adds to the appeal of what is genuinely a very simple and enjoyable game to play. It's nothing to get over-excited about - it's just good, solid platform fun.



THE LOW-DOWN

PUBLISHER: Grandslam
CONTACT: 081 680 7044
TEAM: Arc Developments
PRICE: \$25.99

S C O R I N G	
GRAPHICS	85%
SOUND	78%
PLAYABILITY	88%
DIFFICULTY	EASY

Anyone who has read just one other review of a platformer will by now have realised that *Beavers* is not an innovation. A game doesn't always need originality to succeed though; the programmer's application is all-important and *Beavers* combines the good elements of several contemporaries with its own style to provide a good few hours of fun. Be warned, though, that *Beavers* doesn't run at turbo speed but it's darn good, anyhow.

REVIEWED BY: Paul

SECOND OPINION

It's bright, fun and humorous. So are lots of other games in the platform genre and although *Beavers* isn't outclassed, neither does it outshine. You'll want to cuddle up to *Beavers* for many an hour.

OPINION BY: Steve

OVERALL SCORE

83%

ACTION REVIEW ADVENTURE

*Is it better to be
safe or sorry?
Now's the time
to find out...*

You would have thought that other software houses would have given up trying to match the likes of Lucasfilms when it comes to the field of graphic adventures, but they keep on trying, and in this case it is most certainly a good thing.

Italian developers Dynabyte have teamed up with British publishers DMI and come up with the rather strangely titled *Nippon Safes Inc.* Set in the most disreputable parts of the Japanese Metropolis of Tyoko you control one of three separate characters: Doug Nuts – the electronics genius, Lady Fatale – a variety actress of somewhat questionable moral standards, or Dino Fagioli – a former Italian

boxer who is, to coin a phrase, one sandwich short of a picnic (as well as several shots short of the Title, knowing Italian boxers).

To choose a character you must answer a series of questions in the way you think each character would answer them, to decide whether you are

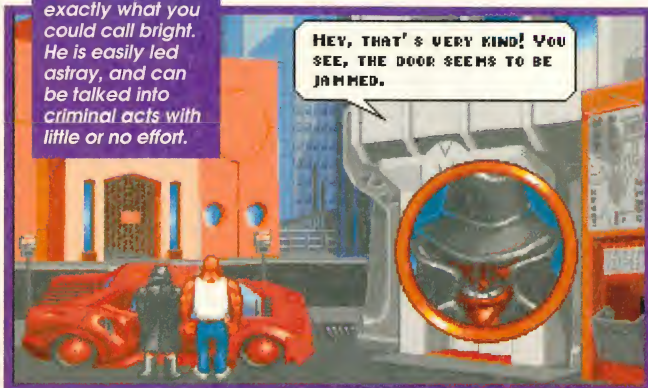
♥ People are fighting to get into the Hot Sushi tonight. Why? Because the desirable Lady Fatale will be performing her famous bottle dance!



smart, sexy, or a sucker! For example, if the question was 'What do you see when you look in the mirror?' and you wanted to play Dino Fagioli, the answer you would most likely choose would be, 'The person looking in the mirror', as opposed to 'Mother Nature spared no expense' (for Lady Fatale). This is certainly

NIPPON SAFES

♥ Dino is not exactly what you could call bright. He is easily led astray, and can be talked into criminal acts with little or no effort.

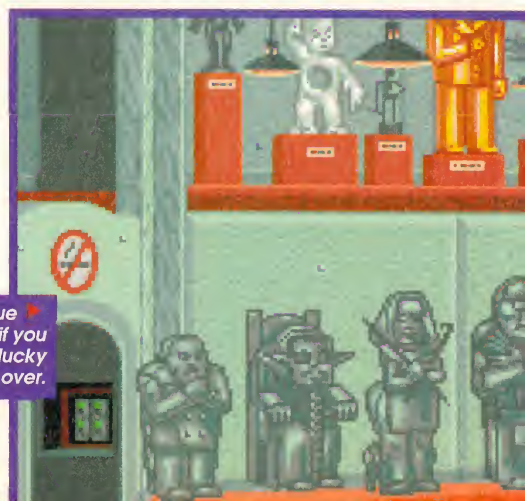


I'M SORRY .. YOUR LORDSHIP.
I GOT LOCKED IN.



♥ Would you trust this man with priceless works of art such as the Mona Lisa? Within minutes the valuable painting is in flames.

♥ Don't lean on that statue
Dino! You never know, if you are exceptionally unlucky they may just topple over.





One of the first tasks you will have to undertake as Doug is finding a way to blow up this door.

Ah, freedom. After months of hard labour Doug finally gets a full pardon from the Governor and is released back into society.

an original way of character selection, but personally I'd prefer to stick to pointing the mouse and clicking it as it can become quite frustrating when you get one of the answers wrong and have to do the whole thing again.

Once you get past the interactive intro sequence it's time to move on to the game proper. In the most

INC.



As a special community project, the prison governor has recommended Dino Fagioli for a job at the museum. Big mistake!



dodgy parts of the Japanese metropolis of Tyoko, a shady character is stalking the city. Who can he be? Well, that's up to you to discover as you help Doug, Lady Fatale and Dino through a series of scrapes and mishaps.

Each of the characters develops as the storyline progresses, and you do actually find yourself beginning to like them and wanting to help them out of their next tricky situation.

The puzzles are for the most part well planned out. With a bit of thought you can actually work out what you need to do to progress a little bit further in the game. Take for example one of the first puzzles in the game, which I am now ashamed to say had me stumped for a while.

Dino is told by the curator to arrange some statues in the museum in a certain order. For the life of me I couldn't work out what I was I was supposed to do but if you look closely the table is loping down in one direction. With a little thought and application of the laws of gravity it is possible to cause all of the statues to topple.

Pixel perfect

If I were to find fault with the puzzling system, it would be that in finding some objects vital to your success, you have to be pixel perfect with your mouse pointer or you can quite easily miss them. This may make the game harder and longer but it can also lead to immense frustration when it does actually happen.

Something which is not really a fault (more something that could have been added) is the ability to jump between the different characters when you become stuck, instead of just when the storyline deems that it is the appropriate thing to do.

This would have greatly added to the game and removed any chance of flicking the off switch when you become hopelessly stumped.

Nippon Safes Inc. is one of the better graphic adventures of recent times that hasn't come from one of the major producers. Although it's not in the same league as the *Indiana Jones* or *Legend of Kyrandia* adventures, it is well worth a look. This is definitely a product to consider from a team worth watching.

How does it compare?

● *Legend Of Kyrandia* by Virgin. A superlative adventure in all departments and a stunning effort from Westwood Studios in conjunction with Virgin. Suffered only in terms of disk swapping required but if you can bear it, this is a must.

● *Indiana Jones Fate Of Atlantis* by Lucasfilms. Arguably the best graphic adventure of all time on the Amiga. To be honest, this wipes the floor with *Nippon Safes* and if you don't own it, then it really should top your list.

● *Curse Of Enchantia* by Core. One of my personal favourites in the graphic adventure field. It has an excellent storyline and more importantly, a high score on the originality scale.

● *Dark Seed* by Cyberdreams. Many people loved this but personally I found it to be more than a little boring at times. My biggest gripe with it comes with the fact that the screen has the most horrendous flicker I have ever seen on a monitor screen!

● *Monkey Island 2* - This was without a doubt the definitive graphic adventure. I say 'was' because along came *Indiana Jones* and stole its thunder. Nevertheless, anyone who calls themselves serious fans of this type of game will be laughed at if they do not own this.

THE LOW-DOWN

PUBLISHER: DMI
CONTACT: 0753 686000
TEAM: Dynabyte Software

S C O R I N G	
GRAPHICS	83%
SOUND	83%
PLAYABILITY	85%
DIFFICULTY	VARIABLE

Nippon Safes Inc. is a good, solid graphic adventure. Having said that, it's not a great one but it is definitely above average. It would appear to have everything: tricky puzzles, a good storyline, excellent characterisation and an abundance of humour. There are a few flaws that are holding it back from classic status but if you are a fan of this type of game you will love this. However if you only dabble, there are better games around.

REVIEWED BY: Steve

SECOND OPINION

It doesn't have the magic of *Monkey Island* or the sparkle of *Kyrandia* but as a surprise effort from a team of adventure fledgelings, *Nippon Safes* is an enjoyable way of spending a few hours.

OPINION BY: Paul

OVERALL SCORE

82%



*The BBC Radio 1's
TV and Radio presenter*

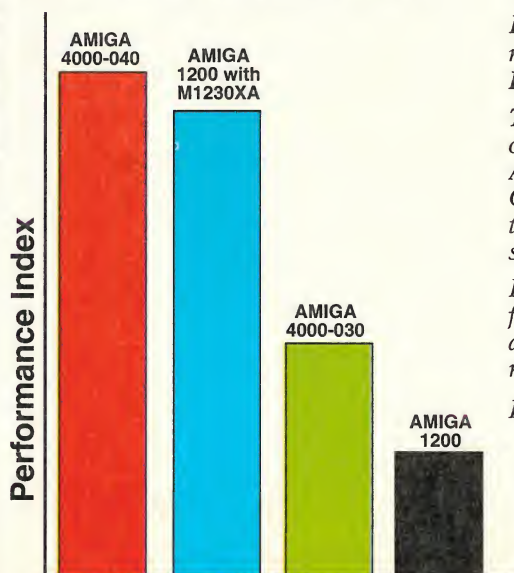


STOP PRESS

Latest news on the Amiga 4000-030 shows demand outstripping supply world wide. If you are having problems getting stock or perhaps feel disappointed that you opted for the A1200 before you knew about the new machine all is not lost. Check out the table on the right showing the A1200 fitted with the new M1230XA Microbotics accelerator available from Indi from

ONLY £299.99

Performance Comparison



INDI DIRECT MAIL Proudly Presents THE JAKKI BRAMBLES COLUMN

Hi,
It certainly doesn't seem a month ago that I last wrote for Indi and what a month it has been.

With immaculate timing Commodore announced their superb Amiga CD, are Sega and Nintendo worried?

Interesting question, 32 bit technology, 16.8 million colours and the amazing AA chip set: what do you think?

But, more to the point, what does it mean to you if you currently own or were thinking of buying an Amiga 600 or 1200. First of all let's be clear, you cannot use the Amiga CD as a computer until there is a keyboard and drive option (promised for 1994). So if you want to do any more than run CD software remember you will not have access to the vast range of floppy based software on Amiga nor the processing power that makes the Amiga so rewarding if you want to do more than games play.

So what does this mean to the current Amigas? To make it simple, the **Amiga 600** is a cheap entry level system perfect for the first time user or those working to a budget. The **Amiga 1200** is the elite system for the dedicated user who wants to access the speed and performance of this mid range system; you can upgrade later via an external CD solution promised to be hot on the heels of the Amiga CD.

The Amiga CD should be available to dedicated games players in August. Phone INDI to check for pricing and availability; and don't be confused, both the Amiga 600 and 1200 are around for some time. In fact Indi have already finalised their plans for Christmas!

Mail order purchasing can be worrying, sending your hard earned cash to a company that may be hundreds of miles away, will your dream machine arrive as promised and what do you do if it doesn't?

Indi is part of a very large company with their own in-house experts and systems and yet it still sometimes goes wrong. At Indi they have a Customer Care department who do nothing else but problem solve. So if Securicor couldn't find your house but will re-deliver tomorrow, or you cannot load a disk, they are there to help.

But what if the problem needs a fresh pair of eyes, perhaps you feel that you have been unsympathetically or unfairly treated?

I was delighted to learn that Indi take their responsibilities so seriously that they have joined the **DMA**.

The Direct Marketing Association is a very serious organisation (recognised by the Advertising Standards Association and other such official bodies).

Getting accepted is difficult, staying in required Indi to set and achieve real customer satisfaction and solve problems quickly if they occur.

I sincerely hope that all Mail Order Companies will follow Indi and display the DMA symbol on their advertising. If they don't you should ask them why not.

Regards,

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ALL NEW 32-BIT AMIGA



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60/80 Hard Disk upgrades available on any A1200. Upgrade includes full Wang warranty on A1200 and Hard disks. Phone for a quote.

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THE NEW DUAL SYNC 1940/1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built-in stereo speakers.

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1940 Monitor £279.99

14 inch screen size - 0.39 mm dot matrix.

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The Parnet interface and software will allow the Amiga CDTV to be used as a CD-ROM drive with any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available.

The CDTV player offers excellent value for money when compared with a standard CD-ROM drive and interface. Most CD-ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD-ROM / CDTV disks. The Parnet adaptor includes the software driver for your Amiga, interface cable and PD disk with driver software for your CDTV player.

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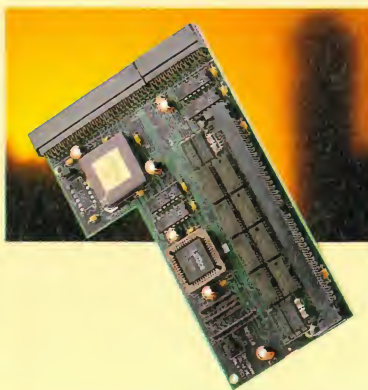
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Microbotics beats the competition on price, performance, features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short) 50 MHZ speed is standard! Memory management is standard! Huge 128 MB memory design is standard (the biggest memory space on any A1200 peripheral) Just look at these specifications and prices!

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THE NEW CD AMIGA

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However, Commodore are confident that circumstances will not change.



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Possibly the best value printer on the market.

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We found the perfect printer in the KX-P2180 + KX-P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic

KX-P2180



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Panasonic

KX- P2123



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Panasonic LASER PRINTER

KXP - 4410 LASER PRINTER



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KXP - 4430 LASER PRINTER



KXP - 4430

- Satinprint (optimum resolution technology)*
- 5 pages per minute
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*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size and position).

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Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a free copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

KXP - 4410

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- Low running costs
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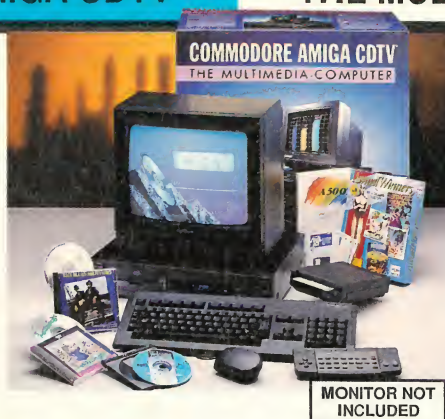
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ACTION REVIEW SPORTS SIM

Domark attempt to tackle the rugby world in the hope of scoring a glorious try.



INTERNATIONAL RUGBY CHALLENGE



The last time Domark tried to emulate the rough and tumble sport of rugby, they failed miserably. And to make matters worse, Audiogenic released their own version almost simultaneously – it made Domark's 'effort' look embarrassingly crude and incompetent.

As a sequel, *IRC* follows in its predecessor's footsteps by being just as awful and abysmal. OK, there's the complete assortment of rugby rules including line-outs, scrums, conversion kicks and so forth which I suppose is a good start. But the enthusiasm soon wanes...

For a game mainly consisting of a plain green background and small, scrawny sprites, the scrolling is surprisingly and inexplicably jerky. The only respite from this is during conversion kicks which are attempted via a different perspective. Check out the screenshots to see what I mean... advanced stuff, eh?

The controls are simple enough: tapping fire passes the ball to the nearest player, keeping the button pressed prompts a cursor which you can use to select a specific receiver other than the nearest one. There's little point in passing, though, as against the computer you are often able to run the full length of the field with very minimal resistance.

There's also little point

in passing when against a human controlled team as the poor collision detection provides plenty of problems for the tacklers.

During line-outs, scrums and the like, a bar defines power and accuracy of the ball feed. Pressing the firebutton as the bar automatically but slowly increases determines the two aforementioned factors.

The technical term used for this is the BDM (Ball Direction Meter, not an abbreviation of BoreDoM as you might have expected).

Tournaments to participate in include the World Cup, Five Nations and any number of tours and friendlies you care to suffer. Other features of *IRC* are action replays of all those oh so exciting moments (cough, splutter!), in-game wind hazards, post-game statistics and edge-of-the-seat music and sound effects (ha!).

So all in all, Domark have flopped yet again on the rugby front. Their only saving factor is that Audiogenic are busy doing other things at the moment. The last I heard, they were uncontrollably laughing and falling about for some reason. Wonder what that could be?

MATCH STATISTICS		
	England	France
POINTS	21	0
TRYS	3	0
PLACE KICKS	3/3	0/0
POSSESSION	68%	31%
TERRITORY	52%	47%
PASSES	100%	100%
LINEOUTS	3	0
TACKLES	12%	14%

▲ Match statistics are available for those who persevere long enough to actually complete a match.



▲ Use the BDM to gauge your line-out throw. If you win the ball, you could probably run in for a try without much interference.

THE LOW-DOWN

PUBLISHER: Domark
CONTACT: 081 780 2222
TEAM: Oxford Mobius/The Kremlin
PRICE: \$25.99

SCORING

GRAPHICS	45%
SOUND	59%
PLAYABILITY	40%
DIFFICULTY	A CINCH

Just like Widnes, *International Rugby Challenge* is a loser all the way. The scrolling is totally unacceptable, the appalling gameplay is totally unforgivable and the whole package is totally shocking. Not recommended for anyone, especially sports and rugby fans as they'll be the ones most disappointed. Domark should leave the sports sim genre behind and concentrate on more *Construction Kits* or something... please... I'm begging!

REVIEWED BY: Alan

SECOND OPINION

A dire sports game in pretty much every respect. It's full of flaws in terms of both playability and gameplay. Products of this standard should really be unheard of on the powerful Amiga.

OPINION BY: Paul

OVERALL SCORE

39%

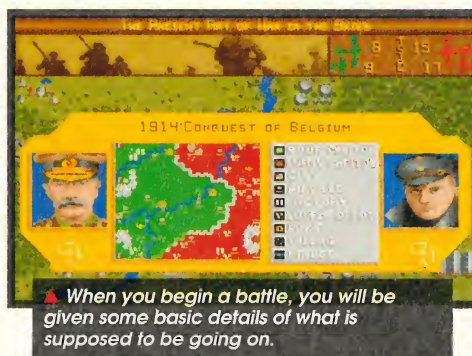
WAR IN THE

**Artful or artless?
The latest in the
Ancient series
makes an
appearance...**

The great Chinese warrior Sun Tzu wrote the first book on strategy and tactics 2,500 years ago. This book was quite simply entitled *The Art of War* and has been the definitive guide to military strategy ever since. This masterpiece has apparently been studied by many of the most brilliant military minds throughout history, from Genghis Khan to Napoleon, right up to the military leaders in Operation Desert Storm.

The *Ancient Art of War in the Skies* is the third in *The Ancient Art of War* series developed by American based team Evryware. The sequence began in 1984 with a game entitled *The Ancient Art of War*. This was a land-based strategy game, set long before the advent of gunpowder. The second game,

As the battle progresses, you can easily view your progress and plan your future strategy using the battle map.



When you begin a battle, you will be given some basic details of what is supposed to be going on.

The Ancient Art of War at Sea, featured the wooden sailing ships which predated the self-propelled metal vessels that modernised naval warfare.

This game once again takes a step forward in time, and takes place during the Great War of 1914-1918, a period which introduced the third branch of the so-called Art of War, aerial warfare. I must admit that until this game arrived, I wasn't even aware that the other two existed, let alone had I played them, so it is impossible to make

It's no wonder the British won the war with insults like this to spur them on. Perhaps that was the Kaiser's biggest error of judgement.

Memo

To: all beginners
From: Helmut von Spike

So you think you are ready to attack the Mighty Spikemeister? Many men have tried & many men have died. Get in line.

comparisons or even to say whether this is an improvement or not, but on the evidence presented by this effort I am not exactly weeping on to my keyboard at the thought of missing out.

The Ancient Art is billed as a strategy and tactics simulation with a couple of arcade sequences thrown in for good measure, these being dogfighting and bombing. It is probably best to deal with these first, for the simple reason that they are not that important to the actual game itself.

The dogfighting sequences are probably the most enjoyable part of the whole game. You must take to the skies and take on the might of the opposing airforce in a battle of epic proportions, with nothing to aid you but a machine gun and that world famous British stiff upper lip. To be honest I am probably building things up a little too much here. If you go into this expecting a thrill-packed extravaganza of seat-of-the-pants

flying, you are guaranteed to be disappointed. What you actually get is a mildly interesting biplane dogfight simulation which would be more than acceptable were it to be a PD product, but in a game from the masters of simulation? I don't think so.

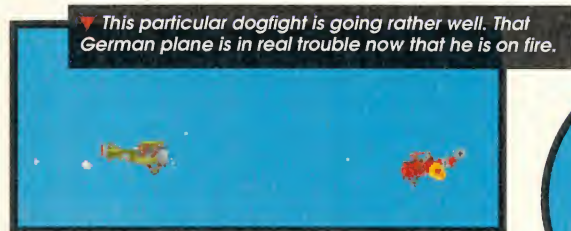
The bombing is pretty well the same story. Not too bad, even quite enjoyable for a while, but after any extended period of play you will realise just how wrong your first impressions were. It is difficult to see whose benefit these arcade sequences have been included for.

Gamesplayers who prefer their games to be action-packed will laugh at the crudeness of the graphics and the complete lack of gameplay, while people who prefer a bit more thought to go into their games will merely find these sections to be a distraction from

My right
weakening
shall att



IENT ART OF



▼ This particular dogfight is going rather well. That German plane is in real trouble now that he is on fire.



▲ That's finished him off! He has no chance of pulling out of that one, and is destined to finish up in flames.

SKIES



the real business at hand.

As I said earlier though, these parts are relatively unimportant to the main game, so it is obviously time to examine the strategy element of the game. Choosing Go To War on the main menu screen will send you careering headlong into a full scale battle scenario.

There are a large number of campaigns that you can choose from, some of which are based on historical World War One battles and some of which are fictional.

Once you have have chosen your campaign, your goal is to destroy the enemy by capturing all

his airfields, capturing or destroying all his aircraft or by capturing or destroying any enemy capital.

Your strategy is planned on an overview map of the terrain in which the battle is taking place. On this map you will be able to work out your enemy's weak spots, as well as your own. Using this information you must decide which enemy targets you want to bomb, as well as which of your own supply pieces will need some form of protection.

Once you have made your decisions, battle commences, with you taking control of any dogfights or bombing runs that you choose to.

Obviously there is a great deal more to it than that, but as with any strategy game you cannot possibly go through all of the features individually. Therefore it is best to try and provide a general overview and then say whether it is any good or not. In this case I would have to come to the conclusion that it really doesn't come up to the high standards set by the company for itself.

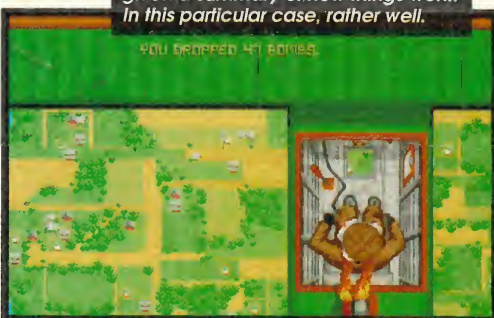
MicroProse seem to have hit a bit of a bad spell recently. *B17 Flying Fortress* received mixed reviews, and now *The Ancient of War in the Skies* fails to come up to scratch.

I am sure it won't last though, with the excellent *Gunship 2000* due for release any time time now. And with the Amiga version of *ATAC* well into its development they should be picking themselves up off the floor in the very near future. I'd advise you to hang on until then.

▼ Bombing is enjoyable at first but soon becomes rather tedious. This is quite possibly the worst section in the game.



▼ After a bombing run you will be given a summary of how things went. In this particular case, rather well.



nk is broken. My left is
The situation is excellent, I

GENERAL FERDINAND FOCH
ALLIED COMMANDER IN CHIEF
FRANCE

THE LOW-DOWN

PUBLISHER: MicroProse
CONTACT: 0666 504326
TEAM: Evryware
PRICE: £34.99

S C O R I N G	
GRAPHICS	63%
SOUND	71%
PLAYABILITY	65%
DIFFICULTY	TRICKY

I can't see who this game is aimed at. The arcade element will put off many strategy enthusiasts, and the strategy element will almost certainly deter most arcade fiends, and people who like both are very thin on the ground. It is a good idea to try and create a crossover between two different markets, but unfortunately this doesn't come off. What you are left with is your usual run of the mill strategy game, and let's face it, there are too many of those already.

REVIEWED BY: Steve

SECOND OPINION

Well it's certainly not a small game! I quite liked the arcade sequences, crude though they were, but I can't really find anything here to entice me further. Er, that's it really.

OPINION BY: Paul

OVERALL SCORE

61%

ACTION REVIEWS

A1200 SPECIFIC

ISHAR

LEGEND OF THE FORTRESS

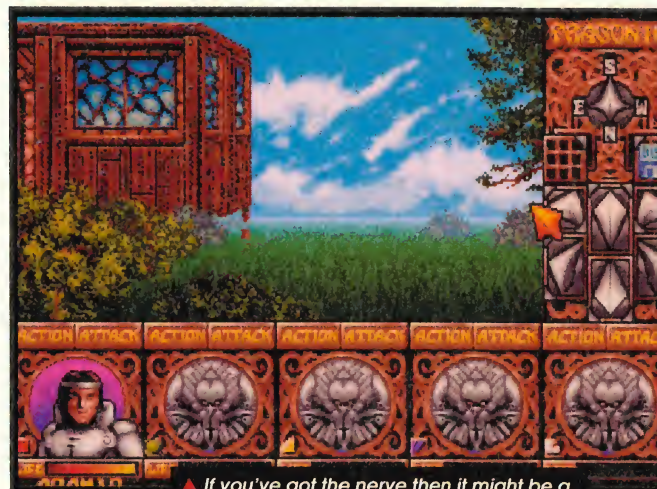
When *Ishar* first appeared on the Amiga, claims were bandied about that it was the ultimate RPG ever seen. We were never actually of this opinion and, for the most part, we couldn't work out what all the fuss was about.

It is an RPG very much in the mould of the *Eye of the Beholder* games, with a forced first person 3D perspective of the landscape around you. This differs from the *Eye of the Beholder* series because much of the action takes place outside but being constantly in a dungeon was not considered a problem, anyway.

The game worked reasonably well on the 500 and never really suffered any serious problems with slowdown or such like, so the only reasons for an A1200 version are purely aesthetic.



▲ Who is that strange, mysterious figure lurking in the distance? The only way to find out is to go and look!



▲ If you've got the nerve then it might be a good idea to take a look in that house. You never know what could be inside.

ROLE PLAYING

PUBLISHER: Daze Marketing
CONTACT: 071 328 2762
TEAM: Silmarils
PRICE: £29.99

- Not really a great deal of improvement over the 500 version, and certainly not enough to justify £30.
- A good storyline is essential for a game of this type - *Ishar* is not lacking in this department.
- Gameplay can be a little confusing at times and it is very easy to get disorientated as you explore the terrain.

81%

TROLLS



▲ This is without a doubt the best looking Amiga platform game ever seen.

▼ With graphics like this, it's just a shame that the gameplay is so easy and you'll probably complete *Trolls* in no time.

The quest for the ultimate Amiga platform goes on. Many thought *Zool* would reach this pinnacle but, although everyone raved about it at first, people soon realised that they had gone way over the top. Then along came *Superfrog* and, although it was an excellent game, it was obvious that it could still be improved on.

The latest effort comes from Flair, with an updated and enhanced A1200 version of their game *Trolls*. As with the *Zool* update, the only things that have really changed are the backdrops and of course the fact that due to the machine's better processing power, the game moves faster and more smoothly.

Now that the backdrops have been improved, the game really does look stunning, much better than the enhanced *Zool* as the backdrops are not as cluttered and don't confuse you as much.

Unfortunately, the gameplay isn't up to the standard of the graphics and what you are left with is a beautiful looking, distinctly average platform game. It's a shame that great graphics will go to waste.



▲ If you want to see just what the A1200 is capable of, check out the screenshots and you will be left in no doubt!

PLATFORM

PUBLISHER: Flair Software
CONTACT: 0661 860260
TEAM: Michael Hedley
PRICE: £25.99

- Probably the best looking action game on the Amiga to date. And it moves well too!
- This game takes the current *Trolls* craze and converts it successfully onto the Amiga.
- Gameplay is a little limited. Run around the levels collecting the baby trolls and avoiding traditional enemies.

77%

NIGEL MANSSELL'S WORLD CHAMPIONSHIP

▼ Beware of traffic - the other cars don't benefit from A1200 power and are quickly caught.



▲ Driving skill is still important because the pits boys take their time.

Nigel Mansell scored highly when originally reviewed by us some months ago. It was indeed a large and playable game, let down by the slightly jerky screen updates which made overtaking very difficult and, to a lesser extent, the time taken during disk swaps and some loading processes. With the advent of the A1200 though, these problems should be a thing of the past.

And indeed they are! NMWC now moves with a smoothness one would associate with the people who brought us the *Lotus* trilogy, making the whole

driving experience much more pleasurable.

The 2Mb of RAM lessens the need for disk swapping and, even when it is required, the information is processed with far greater speed. Overtaking is still tricky but is now a challenge rather than a chore. An all-round better game but there is still some way to go before the machine is fully exploited.

What we'd really like to see now are A1200 versions of Gremlin's other racing games!



R A C I N G

PUBLISHER: Gremlin Graphics
CONTACT: 0742 873453
TEAM: In House
PRICE: \$29.99

- Greater speed makes for better gameplay.
- Smoother updates make the game more playable than its A500 counterpart but overtaking is still difficult.
- Faster loading process - a blessing for the impatient. More could have been done but a competent game nonetheless.

88%

TRANSARCTICA

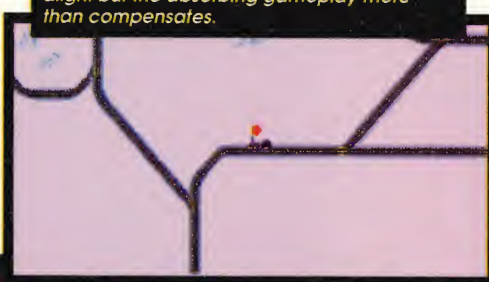
▼ Trade your wares as you pass through various towns in order to prosper and build your train.

Daze's sub-zero, off-beat locomotive strategy affair was something of a surprise hit when inspected by the computer press some months ago (although obviously Amiga Action's 88% was perfectly indicative of the quality of the game). Now you lucky A1200 owners can enjoy the thrill of controlling an expanding train with this fully compatible version.

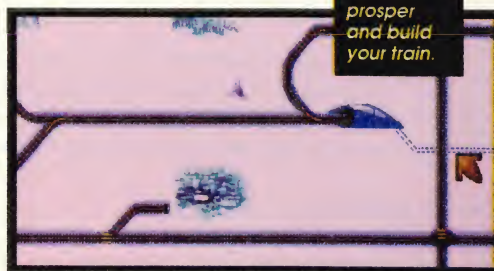
Beginning life with just a basic engine and a limited staff, your aim is to build up your train by trading with the natives of the places through which you pass. Not everyone is friendly and it's important to enlist a few soldiers to protect your hardware against marauding thieves.

Transarctica has a distinctly surreal feel to it and although the A1200 version offers nothing new really in terms of both graphics or game performance, it is a worthy product all the same for all fans of strategy or for those who want a slightly 'different' game. For this reason, the mark stays the same.

▼ Not the kind of graphics to set the A1200 alight but the absorbing gameplay more than compensates.



▼ Time flies by when you're the driver of a futuristic battle loco. Or something.



ARCADE STRAT

PUBLISHER: Daze Marketing
CONTACT: 071 328 2762
TEAM: Silmarils
PRICE: \$29.99

- Nice storyline. Intriguing, futuristic and surreal feel to the game.
- Bland graphics for the A1200 but the gameplay more than compensates. Not a graphic-based game, anyway.
- Strategy based, but an original and well implemented concept.

88%

READER

Last month saw the beginning of our new and unique Reader Reviews section. We extend our thanks to everyone who sent in their reviews and if they keep coming in at this rate, we may have to increase the size of the article.

BODY BLOWS

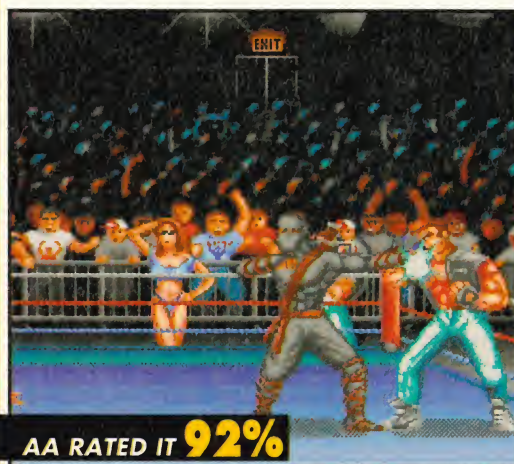
Team 17

Reader Reviewer: Sandy Wilson, Fife.

Streetfighter II was a major flop on the Amiga but *Body Blows* is not. The graphics are much clearer and the backgrounds are better. The only setback is the amount of disk swapping. And a good thing about *Body Blows* is the amount of options.

Graphics: 90%
Sound: 83%
Overall: 89%

Summary: Excellent except for the amount of disk swapping.



AA RATED IT **92%**

DESERT STRIKE

Electronic Arts

Reader Reviewer: Sarah Penny, Clitheroe.



AA RATED IT **90%**

Overtakes *Project-X* as the Amiga's number one shoot'em-up. What it lacks in speed, it more than makes up for in sheer playability and enjoyability. I'll actually be disappointed when I finally complete it, because no recent efforts can top it. Worth twenty-odd quid of anyone's money...

Graphics: 85%
Sound: 90%
Overall: 92%

Summary: A well wicked blast that's lots of fun to play!

STREETFIGHTER II

US Gold

Reader Reviewer: Sandy Wilson, Fife.

It's OK at first but soon the disk swapping and problem of executing moves comes into focus. *Streetfighter II* is for sad people who wear Pony trainers and shop in Farmfoods. This trash should only be sold to people who don't have Amigas.

Graphics: 79%
Sound: 86%
Overall: 70%

Summary: US Gold should be hung, drawn and quartered for this rip-off.



AA RATED IT **90%**

SUPERFROG

Team 17

Reader Reviewer: Paul Lynch, Rochdale.

This is a great game for the Amiga. As one of the best platform games around, it's by the knock-out, best-selling Team 17. Graphics are good and playability is OK. The sound could be better but it's still a really decent game.



AA RATED IT **89%**

Graphics: 89%
Sound: 82%
Overall: 93%

Summary: Excellent, great, brilliant!

Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

competition

STOCK IT TO 'EM

**Free games to
give away to 70
lucky readers!**

Over the years, we've offered some spectacular free subscription gifts! From giving away 21st Century's highly rated *Pinball Dreams* to Psygnosis's unique and unequalled *Lemmings*, Amiga Action always tries to cater for the dedicated gamers' needs.

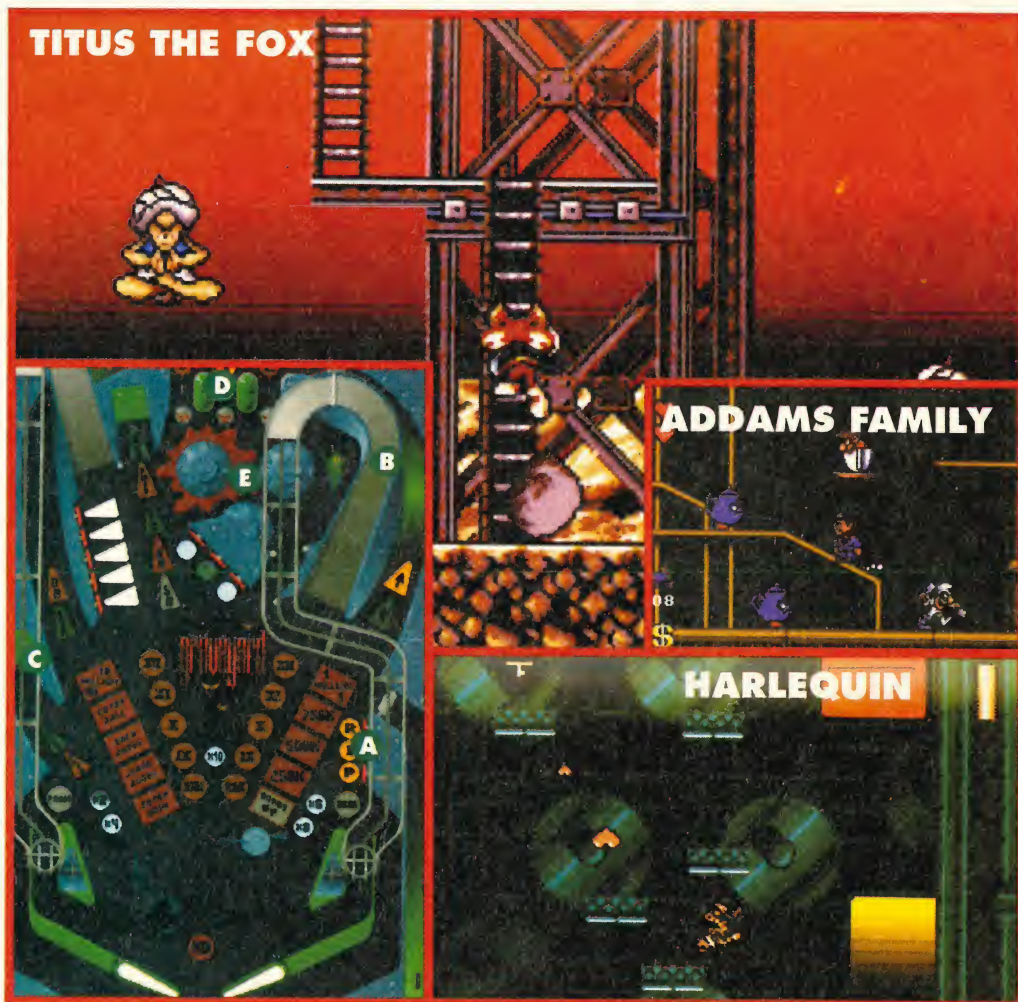
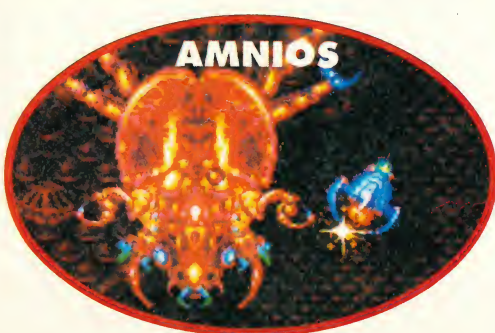
This does mean that we've accumulated varying amounts of various games that are no longer available on subscription. Rather than do our bit for the environment by recycling the disks and fancy packaging, we thought we'd be completely unfriendly by offering them as competition prizes for you game-starved lot! Aren't we just so inconsiderate.

Falling out of our overstuffed cupboards are copies of: *Amnios*, *Nebulus 2*, *Lemmings*, *Harlequin*, *Titus The Fox*, *Pinball Dreams*, *Jaguar XJ220* and the wonderfully whacky *The Addams Family*.

In fact, we have a total of 70 top quality games and any one of them could be yours. And just so you don't win a copy of something you already have, we are even prepared to send our administration department into chaos by allowing you a preference. Fill in the entry coupon, stating which games you would most like to be the proud owner of from those mentioned above.

But before all this, there has to be a question. Out of the eight games mentioned, which earned the highest score in Amiga Action? If you know, send in the entry form and don't forget to include your preference of game to win. Could you be one of 70 winners drawn from the hat? Keep your joysticks crossed.

Although we will try our utmost to send every winner the game of their choice, Amiga Action reserves the right to send any available game from the aforementioned list to any winner.



STOCK IT TO 'EM

The highest scored game is:

Preference 1:

Preference 2:

Name:

Address:

Tel:

Postcode: **Age:**

Send your entries by the 16th July, 1993 to "**Stock it to 'em Compo**", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

are YOU BEING SER

Join us for the final part of our exploration into the wonderful world of CompuServe...

BY: NICK MERRITT



Basic Services



Computers



Forums



News



Investment



Professional



Lifestyles



Games



Communications



Shopping



Travel



Member Support



Reference

This month, in the final part of our voyage into the labyrinthine world of networking, we take a squint at some of the more obscure parts of the CompuServe system and let you in on the secrets of the Amiga-specific features.

So far, we've looked at the history of CompuServe and their roots in timesharing on mainframe computers, taken a general look at its facilities and investigated the games one can play. This month, we'll be checking out its non-games offerings, from SAABRE to the Associated Press clipping services. And in case this sounds grotesquely boring, wait until you find out what they are!

Firstly, SAABRE. The world's airlines were among the first users of computers and computer networks to allow customers to book flights and allow themselves to schedule services. These networks show the availability of all flights for all airlines and travel agents use them when booking seats for your holidays, for example.

There are several systems that support these facilities - GALILEO in Europe and SAABRE in the United States, and if you have a link into these networks, you can book flights yourself without having to go through a travel agent. And as you'd expect, CompuServe supports this, with access to SAABRE. In fact, the company I work for regularly uses CompuServe when booking plane flights within the UK.

There are other travel services allied to this, including the ability to hire cars, get information on hotels and find out a good place to eat. As you would expect, these are the sorts of facilities that would particularly appeal to business travellers, but if you've got a few pennies anyway, it'll certainly save you having to tussle with your local travel

Forum Help [1]

Amiga Help [2]

CD Transcripts [3]

News and Reviews [4]

Communications [5]

Word Processing/DTP [6]

Text Utilities [7]

Printer Utilities [8]

Disk Utilities [9]

Printer Drivers [10]

Fonts/Pointer/Icons [11]

Hardware Help [12]

General Apps [13]

Amiga UPDATES [14]

General Utilities [15]

Archivers/Crunchers [16]

BREAK.LZH	SuperBrickout - a version of BreakOut	8/2/93	17.5K	87
ADDAMS.TXT	Every rule & feature of the Addams F...	7/2/93	11.5K	25
LIFE.LHA	Game of life	6/2/93	152.5K	53
BALDER.LZH	Balder's Grove, an excellent Boulder...	6/2/93	84.5K	51
REFLXF.LHA	ReflexFinal, an educational math "ga...	23/1/93	34.5K	28
YACHT.LHA	Yacht, the famous 5 dice game	20/1/93	11.5K	82
MEM.LHA	MEM v1.0, see face, try to "recreate...	17/1/93	16.5K	75
BULLRU.LZH	Version 1.3 of Civil War game, Bull...	17/1/93	72K	25
BOULDR.LHA	Adventure game, Boulder	17/1/93	94K	39
GALAGA.LHA	Galaga '92+ - Amiga version of the cl...	16/1/93	128K	168
QXYD.TXT	Qxud info. Verbose description of the ...	5/1/93	3148	93

AIPR2.LHA	Amiga.info Delay Announcement	17/1/93	1126	91
AIPR1.LHA	Amiga.info Announcement Press Rele...	17/1/93	954	96
SWITCH.TXT	THE SWITCH MAN!	7/1/93	1227	150
BBSes.TXT	Advertise your BBS in CONNECT	5/1/93	1500	27
DC2D.PRS	DynaCADD 2D Press Release	30/12/92	2274	50
OFFER.TXT	Subscription Discount offer on CONN...	19/12/92	5884	44
TIPS80.TXT	Special offer on new Amiga book fro...	15/12/92	2642	66
WOCTOR.TXT	World of Commodore Toronto Report	8/12/92	4929	171
CONNECT.TXT	CONNECT Mag. is looking for authors.	8/12/92	1517	64
386-48.TXT	Golden Gate 386SX & 486SLC IBM E...	13/11/92	11.5K	153
FAST.TXT	New Media Corporation FASTRAM Pr...	7/11/92	2923	87
A1200.GIF	New Amiga 1200 Ad from UK to be an...	3/11/92	71K	91
386_SP.TXT	vortex 386SX specifications	28/10/92	5916	146
A1200.TXT	A1200 Specs and release	23/10/92	3494	335

▲ The latest Amiga news can be accessed, if you're the sort of person who likes to keep up-to-date.

VED?

part 3

If you fancy getting hold of some of the latest Amiga PD titles, look no further than this list!

Forum Help [1]

Languages [4]
C Programming [5]
ASM Programming [6]
ARexx [7]
Object Oriented [8]
Other Programming [9]
Programmers Utils [10]
System Utils [11]
Libraries [13]
Classes [15]
Fish Disks [16]

Forum Help [1]

Games [2]
Game Scenarios [3]
Game Demos [4]
MODs/DMCS [5]
Digitized Sound [6]
Audio/MIDI Utils [7]
Original Art [8]
Derived Art [9]
3D [10]
24 Bit IFF Art [11]
Animations [12]
Digitized Animation [13]
Graphic Utilities [14]
Euro Demos/"Hacks" [15]
MultiMedia [16]
Nudes [17]

A selection of the services - clip art and access to the games - available to you.

Amiga Forums

Amiga Arts Forum +
Amiga Tech Forum +
Amiga User's Forum +
Amiga Vendor Forum +
Amiga File Finder +

Commodore Forums

Commodore Arts and Games +
Commodore Applications Forum +
Commodore Service Forum +
Commodore Newsletter +

agent, a breed with larceny in their hearts and cold glints in their eyes if ever there was one.

If you're a News glutton like me, you'll love the News services which allow access to Associated Press. Associated Press is one of the two big news agencies, Reuters being the other, which supplies news stories to TV and the Papers. You'll recognise Associated Press because in the occasional newspaper article you'll see an AP next to the story. So if you want to know the latest on the situation in Russia or even how Man United did against Blackburn Rovers (they stuffed them), Associated Press has it all. There's also a clipping service (which you have to pay extra for) which will send you stories on a particular subject, which you can define.

Typing 'GO NEWS' will take you the main news menu, and you can choose the news services you want from there. One final point: The news is updated every hour, but the times listed are Eastern Standard Time and not GMT, so don't worry!

Also of use are the Electronic Mail facilities. CompuServe allows you to chat to anyone you like also connected to the network (via the Forums) - however, there are often occasions when you may wish to discuss a topic in more depth with someone, and the best (and most polite) way to do this is to take it off-line and speak to the person on a one-to-one basis.

CompuServe allows one to send files of any type from machine to machine - text, graphics, program code and sound. So it's easy to send E-mail messages to people, and it is equally easy to receive code fragments from Bulletin Boards (many

What you will need

- Amiga - any model will do!
- Modem - we use one with a baud rate of 9600.
- Terminal emulator program - JR Comm or Term will certainly do the trick
- An account on CompuServe. Phone 0734 391064 for more information.
- A useful service is the 'GO CISHELP' command - this will take you into CompuServe's on-line help forum where your problems will be solved!

top software companies have forums on CompuServe, and are willing to help you with problems or repair faulty programs), or graphical clip art from other people (for a small fee usually, or a mention in the credits).

There are other library services too, ranging from an index of all books with an ISDN code (unfortunately, a pay service), Stock Market data (both historic and up-to-date) and an encyclopedia.

All in all then, what CompuServe supply is a range of services useful to business, home users, games players (although there's not as much here as there could be) and people who may need a

convenient stack of source material for research (such as authors).

In case you have been put off by the fact that there is no *Information Manager* program available yet for the Amiga - don't worry! All of CompuServe's features can be accessed via 'GO' commands - typing 'GO' then the name of the service you require will get you there. And there are lists of the services available so you don't get lost.

To find out how to connect to CompuServe, look elsewhere on this page for the information you need...

AA

The Amiga forum

Talking about CompuServe's general services is all well and good, but what will probably really interest you is the Amiga-specific forum. You will find a variety of little gems here, ranging from clip art (IFF format) to playable Amiga games. We downloaded the *Bart vs. The World* playable demo, a 200K compressed file which took the best part of half an hour to arrive.

All the stuff is in the Public Domain, so you need not feel concerned about using it! Look elsewhere on this page for a list of what's available.

STTG2B.WRP	StarTrek:The Game - Part 4 of 5	12/3/89	215.5K	486
STTG2A.WRP	StarTrek:The Game - Part 3 of 5	12/3/89	253.5K	494
STTG1B.WRP	StarTrek:The Game - Part 2 of 5	12/3/89	196.5K	543
STTG1A.WRP	StarTrek:The Game - huge version. P...	12/3/89	237K	684
NAKAMO.ZOO	Jumpman type game, colorful with m...	20/1/89	47K	428
TAROT.ARC	Tarot card game	27/10/88	15K	362
TRIX.ARC	Amiga version of the arcade game QIX	5/9/88	24K	654
CRAPS.ARC	Simulation of Casino craps	21/7/88	131K	204
DELUXE.ARC	Deluxe Burger game - shoot burgers...	20/3/88	24.5K	737
LIFE.ARC	Game of LIFE, Rokioki's blitter life a...	10/2/88	28.5K	338
AMOEB.ARC	Space Invaders game for Amiga	1/11/87	63K	707

CHOPPR.LZH	Chopper Rescue, a Choplifter-type g...	14/3/93	91K	150
BOMBS.LZH	Bombs game - similar to minesweeper	9/3/93	18.5K	51
BARTVS.LHA	Bart VS. The World Playable Preview	9/3/93	199K	28
BLTZHI.LZH	BlitzTank Version 1.02	7/3/93	186K	118
SNAKE.LHA	Snake, update to WB snake game - ea...	6/3/93	9533	47
RHOTEL.LHA	RoachMotel, collect spray cans, stay ...	3/3/93	246.5K	27
WDSV2.LHA	Crestea WordSearch puzzles and prin...	19/2/93	58K	68
BALDER.LZH	Boulderdash clone - neat game, 40 le...	17/2/93	84.5K	54
CBG4_3.LZH	An irresistible bridge game.	13/2/93	82K	22
FLIFE.LHA	FastLife, fast intuitionized Life prog...	12/2/93	173K	30
EUPHOR.LHA	Euphorion, shoot'em up scrolling act...	12/2/93	125.5K	73

HACK21.LHA	HackLite v2.1, A CLASSIC d&d game ...	9/5/93	644K	4
CBG4_5.LZH	An irresistible bridge game	6/5/93	84.5K	13
SZKWA.LHA	Sz'kwa, children's game from China	5/5/93	22.5K	17
LABOFL.LHA	Highly configurable game of life...	5/5/93	152.5K	12
ZBERK.LHA	Zer Berk, very nice Berzerk-type ga...	28/4/93	110.5K	28
BDASH.LHA	Amiga Boulder Dash -- OUTSTANDING!	28/4/93	261.5K	89
SV15.LHA	Spaceventure 1 Version 1.5	26/4/93	174.5K	24
SSW.LHA	Solar System Wars, enhanced Space ...	20/4/93	152.5K	51
NHFIX.TXT	Nethack 3.1.1 short note about a bug ...	31/3/93	785	45
NH3PT2.LZH	Nethack v3.1.1 (2 of 2)	31/3/93	449.5K	24
NH3PT1.LZH	Nethack v3.1.1 (part 1 of 2)	31/3/93	417.5K	26

Microsoft Windows Forums Reorganize

Windows CIM 1.0.4 Available
Send CompuServe Magazine Your 'Top'
1993 Cars Now in Consumer Reports
New UK Nodes: Birmingham; Manchester
Download Free NetWare MHS Patch
Artist Colony in Computer Art Forum
Mall Has Gifts For Grads, Newlyweds
ZiffNet Hosts PC Tools Discussion
Pacific Isles Tymnet Access Blocked
CompuServe Store Has May Specials
(Above Articles Are Free)
Special Events/Contests Area (Free)

▲ What's new today on CompuServe!

PD in profile

Steve McNally takes another stroll through his adoring Public... This month, he checks out the latest offerings from the ever-reliable 17 Bit...

With the traditional summer lull in the release schedules of software companies, now is the ideal time for consumers to begin to look towards the PD market to provide them with their gaming thrills. Releases are never thin on the ground in this area and at the ridiculously low prices asked, you are more than likely to pick up a decent quality bargain or two.

As usual, this month we will be bringing you the best as well as the worst Public Domain and

Shareware disks around. This month's offerings are all courtesy of the ever-reliable 17 Bit software, who are without a doubt one of the best PD houses around.

Their first disk is number 2449 and is entitled *Vektor*. This is a rehashed version of a game that was popular many years ago, around the

time Disney's *Tron* was released to a worldwide cinema audience. The game was originally called *Light Cycles* and was based on a scene from the aforementioned film.

Two bikes speedily race around an arena leaving a solid trail behind them. The idea is to cut off your opponent with your bike, leaving him nowhere to go other than straight into

your trail. That is essentially what this is all about and it is a more than competent version of a highly addictive game. The only thing missing is a two player option.

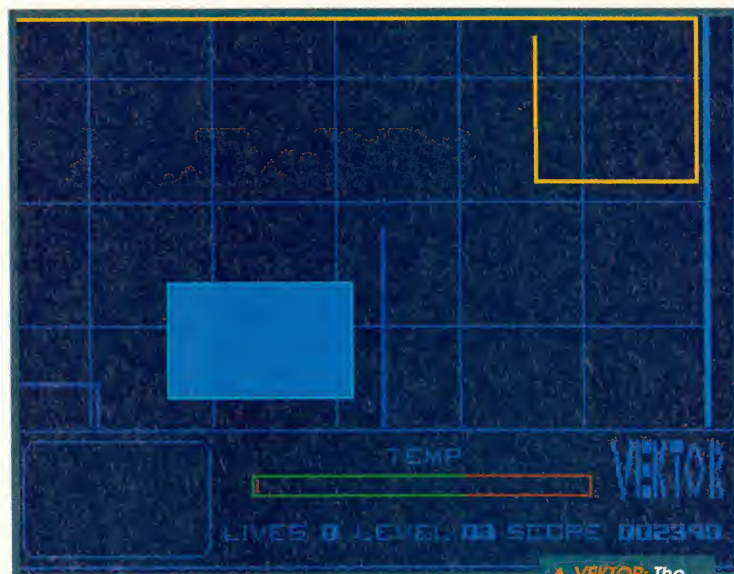
Next up is an unusual disk (2523) entitled *The Maths Adventure*. This is set up like a text adventure, and at first glance you would be forgiven for thinking that is exactly what it was – well, actually it is a series of mathematical problems. Get one of the questions right and you get to choose which direction you travel in next.

You must continue answering questions until you reach the end. If you are the type of person who spends hours on a Sunday morning pondering over a MENSAs puzzle in the newspaper then you are more than likely to enjoy this.

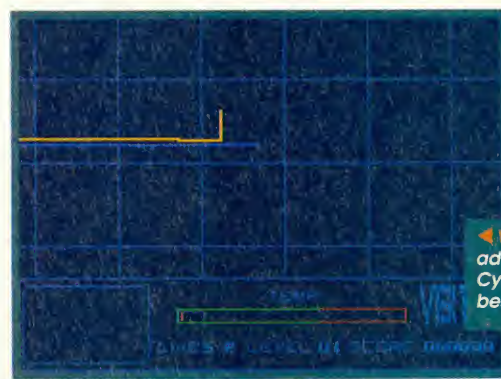
Disk 2547 is called *System Defender*. The inspiration for this is quite obviously that grandfather of all action arcade games, *Defender*. In this version, aliens will drift down towards the planet's terrain and pick up any humans that just happen to be wandering around. It is your job, as the *System Defender*, to either rescue them as they are carried off, or even better, to stop the aliens from reaching them at all.

For a PD game this is not bad at all – however, it would be excellent but for the fact that *Oblivion* is pretty well the same game, only much better. If you really want a *Defender* clone for your Amiga then you would be wise to choose *Oblivion*.

Egg Blasters is disk 2550 and is a bit of a strange



▲ **VEKTOR:** The graphics may look awful but in a game like this, looks are unimportant. It is the playability that is important, and Vektor has it in abundance.



◀ **VEKTOR:** Vektor is a highly addictive version of *Light Cycles*, and is probably the best PD game this month.

The Maths Adventure

BY JASON LOWE CAN YOU SOLVE THE RIDDLE?

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You enter the first room on your quest to freedom. Many cob webs fill the room. A small lantern is the only source of light which is supported by a thin piece of worn out rope. You look to your left and see that the walls are made of old rotted wood. The walls appear to support the ceiling which looks as if it all may come crashing down any moment. A strange unknown smell burns your nose. You are greeted by a small child. [RETURN]

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The young boy smiles at you answering his question correctly. He then says 'Kins watch is 15 minutes fast but she thinks its 10 minutes slow. Good luck, as I reckon your going to need it!'

[RETURN]

You answered that question CORRECTLY

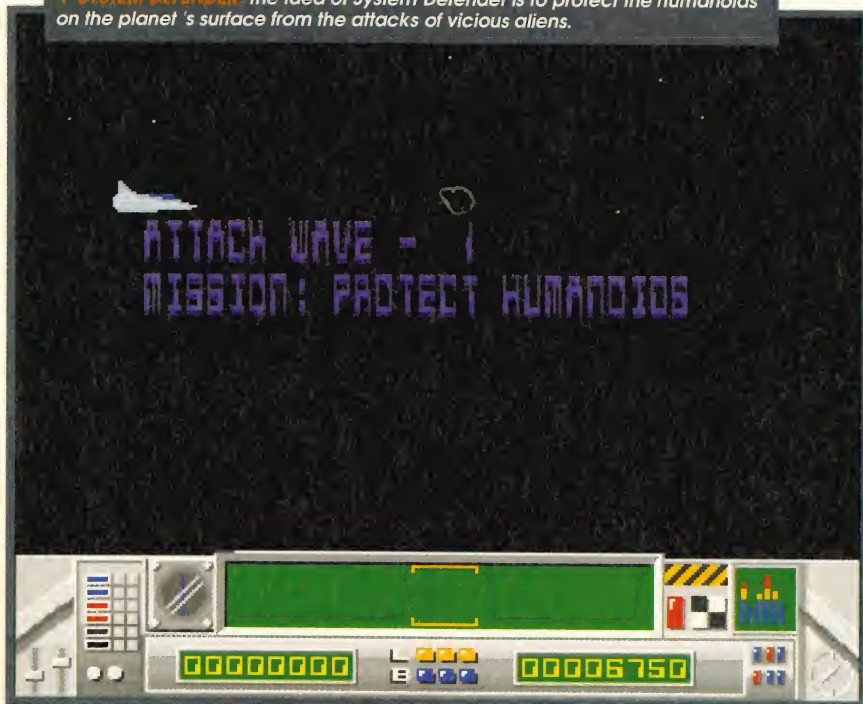
PLEASE TYPE IN YOUR ANSWER.

95

Are you sure? (Y/N)

◀ **MATHS:** Don't attempt *The Maths Adventure* if you aren't very good at working with figures, for the simple reason that it contains maths!

▼ **SYSTEM DEFENDER:** The idea of System Defender is to protect the humanoids on the planet's surface from the attacks of vicious aliens.



one. From what we can gather it is a two player game in which two robots start out at opposite corners of the screen, with the objective being to be the first to destroy the other. This is done by luring your opponents into one of the many traps that are about on the screen.

Whether you can be bothered to do this or not is a different matter – we certainly couldn't! Even at this price you would do well to avoid this.

Disk 2552 is a collection of classic games all programmed using AMOS. Included on the disk are an iffy platform game named *Glassbac*, *Snakebyte*, *Solitaire*, *Bomber* and *Light Cycles*. The majority are distinctly average but there are a couple of reasonable efforts included, most notably *Bomber*, a new version of a classic 8-bit game. You are the pilot of a plane which is running out of fuel and must land almost immediately.

Unfortunately you are cruising directly over a

built-up city. You must make numerous passes over the area and try to take out the buildings with your bombs. The problem is with each pass you are getting lower, and therefore closer to death. This is a good, old fashioned value for money disk which no one could complain about.

That's all for now. We'll be back next month, packed with bargains for you to savour.

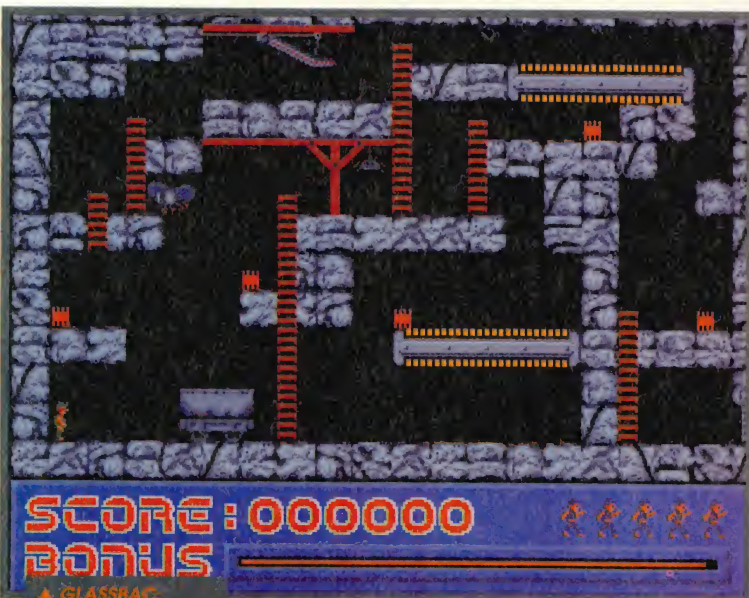
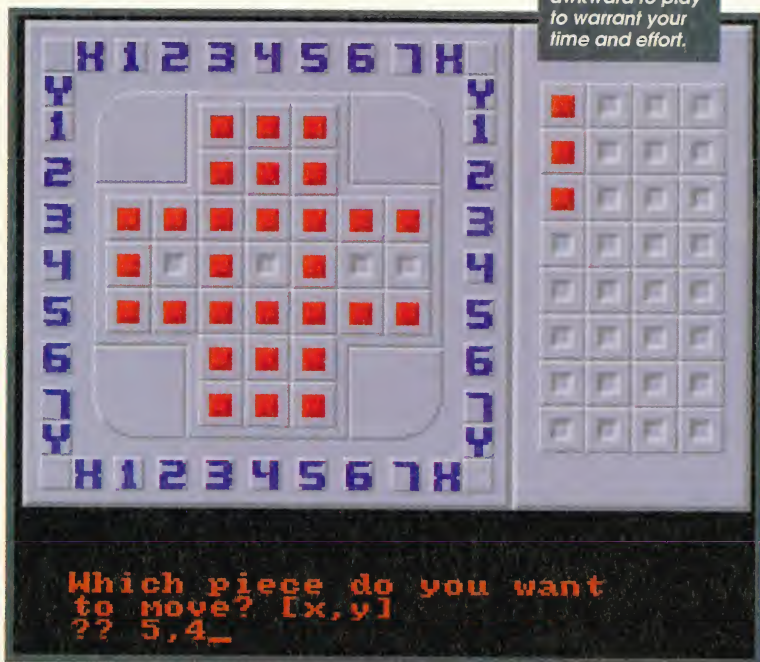
▼ **SYSTEM DEFENDER:** System Defender is basically a new version of Defender, the ancient arcade game. Sadly it isn't as good as another PD Defender clone, *Oblivion*.



▼ **BOMBER:** This one brings back fond memories of the 8-bit era. Bomber is part of the AMOS games collection disk.



▼ **SOLITAIRE:** Everyone's played this game at one time or another, but this version on the AMOS games collection is simply too awkward to play to warrant your time and effort.



▲ **GLASSBAC:** Glassbac is also part of the AMOS games collection. Unfortunately, it is only a very poor platform game and we wouldn't recommend that you spend too much time over it!

CONTACTS

17 Bit Software – 0924 366982

Alternatively, you could try:

Deja Vu – 0942 495261

PD Soft – 0702 466933

BARGAIN PRICE GAMES!

Amiga Action and **Empire Software** bring you four excellent strategy/flight sim/war games at great prices.

War In The Gulf

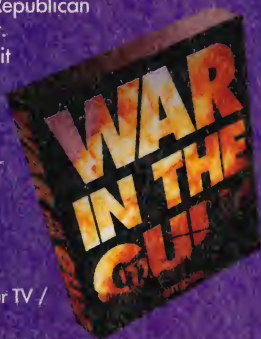
Only £29.99

This is the brand new, long awaited sequel to the award-winning *Team Yankee* and *Pacific Islands*. It's 1995 and the Iraqi Republican Guard have overrun the oilfields of Northern Kuwait.

War in the Gulf follows the fortunes of a crack unit of M1 tanks as the action unfolds. There are 25 battlefields, which can be viewed from four different perspectives.

You control four tank units simultaneously controlling 16 different vehicles through the unique split-screen control system. You have the latest military technology to liberate Kuwait.

1Mb required, 500, 500+, 600, 600HD, 1000, 2000, colour TV / monitor, keyboard and mouse, joystick.



Pacific Islands

Only £24.99

In this award-winning strategy, disaffected renegade Soviet communists backed by North Korea have invaded the Pacific atoll of Yama Yama.

It is your job to command four tank units to retake all five islands on Yama Yama. *Pacific Islands* involves multiple objectives. As well as winning individual battles you have to think about funding your campaign, destroying enemy communication facilities and trying to spot opposition scouts before they give your position away.

Amiga 500, 500+, 600, 600HD, 1000, 1200, 1500 or 2000 with 512k RAM. Workbench 1.2 or higher, mouse & keyboard compatible, joystick optional.



Campaign

Only £29.99

This very sophisticated war gaming system uses accurate information from World War II campaigns and individual battles.

It incorporates stunning 3D, top-level simulations and in-depth strategy. Along with the *Campaign* gaming system software, every box contains map editor software, an extensive user guide and gameplay manual incorporating historical background, vehicle factfinder and campaign maps, two World War II propaganda posters and postcards, a D-Day landings battleplan map and authentic wartime newspaper reprint.

Amiga 500, 600, 600HD, 1000, 1500, 2000, 3000, Workbench 1.2 or above. Mouse and keyboard control required.



Combat Classics

Only £24.99

This superb value pack contains three great military simulations.

F15 Strike Eagle II

There are hundreds of missions to be flown in the re-created high-tech surroundings of the US Air Force's premier dog fighting and strike jet, in six real-world locations, with 10 viewpoints.

Team Yankee

This action simulation of modern tank warfare tests your leadership and tactical skills to the full. You can control all four tank platoons simultaneously and zoom in on any platoon to check on their progress and status.

688 Attack Sub

You are in control of a top secret, billion-dollar attack submarine in the most notorious political hot-spots of the globe. There are 10 different scenarios with infinite play possibilities in which you use the world's most advanced technology and weapons.

1Mb required, 500, 500+, 600, 600HD, 1000, 2000, Colour TV / monitor, Keyboard and mouse, Joystick optional for F15-2



- Along with your purchase you'll receive a totally free copy of *Pipemania* worth £9.99!

To take advantage of this great offer just fill in this form below and send it to War Games Offer, Europress Direct, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. All prices include VAT and postage

Please send me... ☐ Pacific Islands £24.99 8319 ☐ Combat Classics £24.99 8318
☐ Campaign £29.99 8310 ☐ War in the Gulf £29.99 8317

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Allow 28 days for delivery



Tick this box if you do not wish to receive promotional material from other companies

If the following games were combined into one, we'd have a post-apocalyptic wide boy chicken with odd balls piloting a pioneering space craft. But they're not, so we haven't. (Time for bed I think – Ed.)

BLASTAR

Sigourney Weaver couldn't manage it – perhaps you can blast the aliens to bits with the help of a large vessel and a thousand laser cannons.

p64



ALFRED CHICKEN

Mindscape leave their serious hats behind and cross over (geddit?) to some platform fun in the shape of a certain funky chicken.

p68

TENSAI

Born into a nuclear wasteland with vast powers, the aim is to defeat a mighty evil in Grandslam's scrolling beat'em-up.

p66



ODDBALL

Bounce through spacey voids with a little blue ball in what may very well be the strangest release of the year.

p70

Contacts

Core Design: 0332 297797
Grandslam: 081 680 7044
Mindscape: 0444 246333
Daze: 071 328 2762

THE MOST UP TO DATE PREVIEWS EVER!

PREVIEW

62°

▼ The alien infested planet segments: rid them of evil or your mission is a failure.



▼ The finished ship will contain around 200 frames of animation. This is a programmer's eye view.



The shoot'em-up seems to have been making a bit of a comeback of late. *Alien Breed '92* has sat proudly atop the budget charts for about 15 years, Psygnosis's excellent and eagerly anticipated *Walker* is due out any time and, of course, the recent introduction of *Desert Strike* provides a superb blast for everyone.

These three are the best offerings for some time and it is noticeable that none of them are the traditional kind of SEU affair whereby you take control of a spaceship and scroll vertically or horizontally destroying everything in sight. It's a good thing actually – after all, there's little point in standing still

"Blastar incorporates most of the usual features"

when progress beckons (Get off the soapbox - Ed.), but Team 17 proved with *Project-X* that a truly good game doesn't actually have to be an original concept.

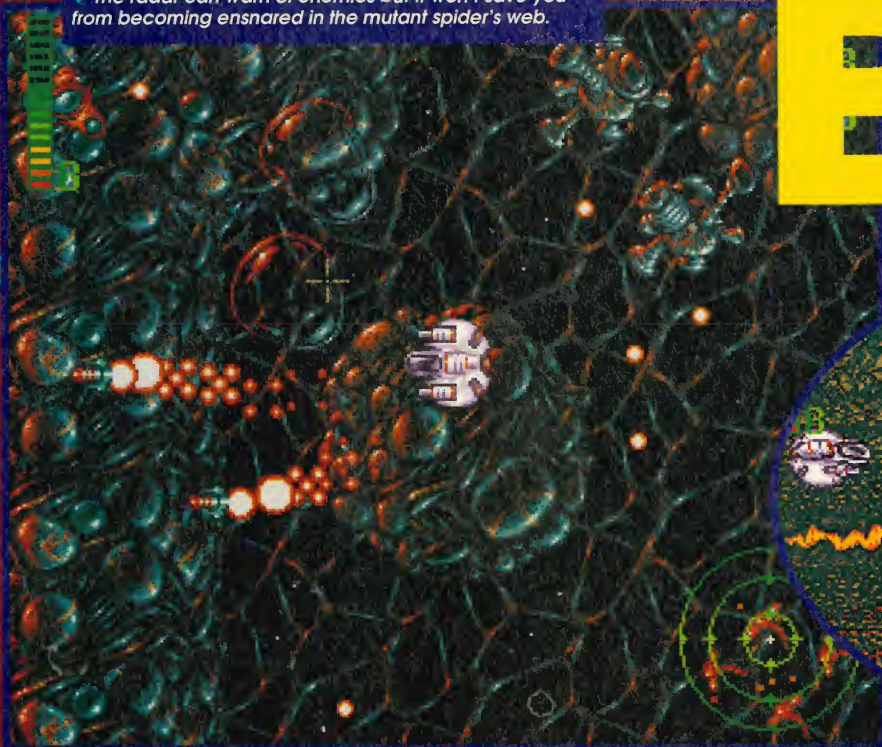
Core Design think this way too and have in the pseudo-traditional *Blastar* what they believe is a prospective *Project-X* beater – a game they claim will "...lead the way for a new breed... of this genre".

Due out around July, the game engine is virtually complete at the time of writing although many of the levels still need finishing off. *Blastar* is programmed by Tim Swan and Roberto Cirillo, and is the first commercial game either of them have worked on!

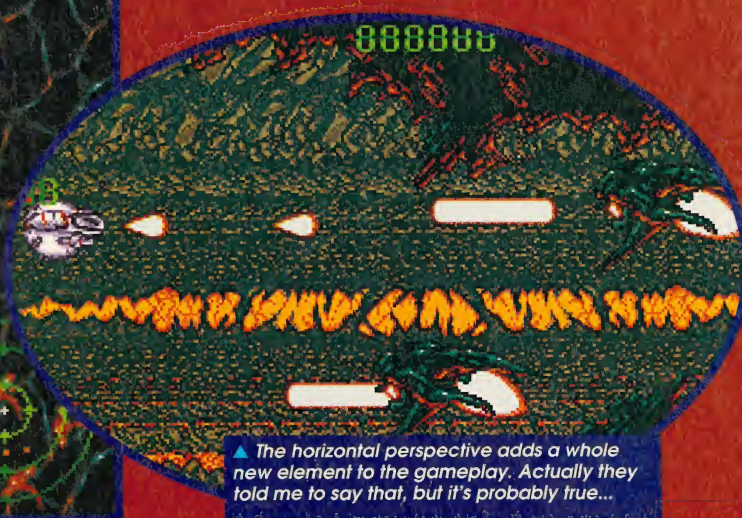
As opposed to one way horizontal or vertical scrolling, *Blastar* is a multi-directional affair, encompassing – for the first time in a game of this kind – several varieties of gameplay. Tim and Roberto began working full time on the project since shortly before Christmas; on completion, *Blastar* will have been around seven months in development which is not long at all for a full priced release. This has duly resulted in many long days and nights for all involved.

Sack the Stealth Bombers and forget the F-18s. Instead, clamber aboard the Blastar and save the Galaxy.

▼ The radar can warn of enemies but it won't save you from becoming ensnared in the mutant spider's web.



BLASTAR



▲ The horizontal perspective adds a whole new element to the gameplay. Actually they told me to say that, but it's probably true...



▼ The mighty *Blastar* cruises in for the kill. Look out all you face huggers!



▲ No B&H or creme eggs in this shop unfortunately, but everything the galactic warrior might need.



▲ Another feature is the 3D. The level guardian will take some beating. Probably.

Consequently, there is little yet in the way of a scenario but the skeleton of the plot is that a planet in the outer reaches of the galaxy, having been taken over by alien forces, explodes. As the, um, skilled and daring commander of the mighty *Blastar*, it is your task to rid the planetary fragments of their unwelcome visitors – most importantly the King Alien – and restore normality to the knackered globe. I think there might be something else as well but it escapes me for now...

Blastar consists of five main levels, each of which is split into two. It may turn out to be the fastest, or most colourful, or largest shoot'em-up of all time but its main appeal will, I think, be down to its superb and innovative variation. Many successful games seem to have started life as a very broad concept in someone's mind which, once turned over to a programming team, becomes shaped by them in a way which maximises their own talents. The mighty *Zool* began life in this way as you will have found from reading last month's feature, and *Blastar* was born in much the same way.

Programmer Tim explained: "When we started, Roberto and I were told that Core wanted a multi-directional shoot'em-up and we were then more or less left to our own devices. Everything you see here..." – (I was looking at the game at the time, see?) – "...is the product of Roberto's imagination."

Naples native Roberto has been in the UK for just 12 months and has certainly injected much initiative into the project. The levels within the game are not played in the same way throughout but, incredibly, switch between three different perspectives.

There is the tried and tested horizontal scrolling method in some, an overhead view in others, with the odd 3D stage thrown in for good measure!

This situation has of course meant much more work in developing *Blastar* than one would find in a 'normal' game, as Tim wearily pointed out: "With a game like *Chuck 2*, once the basic game engine has been created, it's simply a case of creating and adding the graphics as you go along."

I mused that even this seemed quite complicated to a heathen such as myself. "Well it's not quite as easy as all that but with *Blastar*, every time Roberto comes up with a new idea, it means programming new routines. It's not easy keeping up sometimes!"

It might not be easy but it certainly seems worth it. Despite its unique gameplay, *Blastar* also incorporates most of the usual features of its competitors. Power-ups, speed-ups, shields and extra weapons are dotted

around the huge colourful levels, and an interstellar Tesco's can be visited after each level guardian where credits can be exchanged for more add-ons. In yet another neat touch, the guardians need not even be encountered if a temporary dimensional gate is accessed after destroying the last target on each stage.

The spaceship itself needs more work before Tim and Roberto will be happy. Two control options (rotate-and-thrust or directional) will be offered and approximately 200 frames of animation on the finished thing will certainly ensure a fluidity of movement seldom seen.

Rest assured that no-one will bring you the full review earlier than your trusty Amiga Action – the current evidence suggests something of a stormer. And guess where you'll find a playable coverdisk demo!



▼ Open fire all weapons! *Blastar's* here to save the universe.



▲ Dark yet bold graphics give an excellent impression of the danger afoot.

PROJECT: *Blastar*

HOUSE: Core Design RELEASE: July '93

TEAM: In House PRICE: £25.99

COMMENTS: *Alien Breed '92* and, more recently but to a lesser extent, Grandslam's *Lethal Xcess*, have proved that there IS still room in the market for a decent shoot'em-up. With *Blastar*, Core seem to have concentrated less on coming up with an original idea but are determined to provide us with a classic of the genre. There are enough new features in *Blastar* to ensure it is an eagerly awaited product and I personally hope that it DOES fulfil its promise of beating *Project-X*. It's about time something did! Since Core have never let anybody down in the past, I'm confident that *Blastar* is something worth waiting for and will no doubt thrill all.

INSPECTED BY: Paul



▲ It's amazing! A nuclear war, and the electricity pylons are still intact.



▼ Many of the graphics provide a "Mad Max" kind of atmosphere...

Have you got the power to survive in suburban downtown Nuclearsville?

TENSAI

Nothing but trouble, nuclear wars. Spend billions of pounds, virtually bankrupt your country building up an armoury, decide it's too dodgy to use, then promptly bury all your weapons in the sea just moments before an addle-brained, syphillised Middle East dictator decides to 'see what the red button does'.

And then there's the aftermath. Red clouds and a perpetual heatwave notwithstanding, those who survive usually find themselves wandering around with only half a head, missing a limb or two, and must put up with eating all their food microwaved on full power.

It is this sad spectacle that is dealt with by Grandslam's latest surprise, *Tensai*. We are led to believe that it has been 300 years since huge nuclear explosions rendered the planet defunct. There were survivors – two sorts: those who escaped the radiation and those who now resemble a melted welly and take

delight in eating ashes and shouting at the sky.

The lucky survivors were driven from the cities by the mutated forms that were once their countrymen, and took up residence in a newly formed stronghold.

Radiation, it turns out, vastly increases one's telekinetic powers – used wisely, these powers are a boon but in the

wrong hands, well – you know the score...

Briefly, the power has found its way into one such pair of 'wrong hands' – Arashi, a mutant

child who grows up into a ruthless and evil dictator. Years later another special child is born with immense power. His name is Tensai, and from an early age he is trained how to use his gift for the day when he will challenge the evil Arashi.

Tensai is basically a scrolling beat'em-up, but features several nice touches revolving around the 'magical'

This is inspired by the Japanese Akira films...

▼ The city is in ruins, but mutants lurk everywhere. Magic powers are needed to survive.



powers of the game's main characters. Tensai himself is a chunky sort of fella – kind of a scaled down *Body Blows*-type sprite.

Grandslam's David Birch pointed out that the programmers have taken inspiration from the animated Japanese *Akira* films and its clones in trying to convey a dark, confrontational and uneasy atmosphere.

Parallax apocalypse

On the evidence we've seen, they appear to be doing a very good job indeed – ravaged cities and burnt out forests are two of the levels in which the action takes place and the gorgeous dark colours and detailed parallax backdrops certainly create an impression of post-apocalyptic unease.

Radiation-infested mutants roam freely throughout the levels – or at least they will on the finished thing – and not only must these be overcome before a final battle with Arashi but also simple puzzles must be solved, leading to secrets such as extra power, hidden weapons and new levels.

Popular a couple of years ago, not many games of this ilk have graced our Amigas recently. Grandslam believe that *Tensai*'s atmosphere and playability will set a new standard in the genre and on the evidence thus far, I'm in no position to argue.

Watch out for a full review soon.



▲ Fanged birds and mutant dogs are just two of the friendly forest dwellers.

PROJECT: Tensai

HOUSE:	Grandslam	RELEASE:	TBA
TEAM:	In-House	PRICE:	£TBA
COMMENTS:	Grandslam seem to have adopted a new approach of late – they are striving for recognition as a software house consistent in the quality of their games. Nick Faldo's set this trend and Beavers followed suit. Now it looks as if <i>Tensai</i> , with its superb graphics, moody atmosphere and easy playability will join the duo and bring the fulfilment of their ambitions closer. If the final game is this moody, it'll sell loads.		
INSPECTED BY:	Paul		

RUBYSOFT

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▼ The level is overrun with clockwork mice. Make sure you don't ruffle your feathers by accidentally landing on them.



▼ Alfie has the most comical of expressions! I wouldn't be too happy, either, if I hadn't laid anything in a while.



▼ Squawk! More diamonds to add to your ever-expanding collection. You're destined to be the first multi-millionaire chicken!



ALFRED CH

The heat is on to out-Mario Mario and flatten Sonic with the next big game star. Then there's a big piece of the lucrative licensing action to partake in.

Game design team Twilight are typical of the new breed of software house vying for success in a bitterly competitive arena which shows no mercy. Anyone who wants a career in the games industry and expecting a stroll down Easy Street is seriously deluded. With one eye fixed on competing in today's market, the other eye straining on a rapidly changing and very

unpredictable future, the knack is to swim fast enough to avoid the sharks.

Like a few switched-on design houses, the Twilight team has realised

the potential of creating an endearing game character in the wake of such successes as Mario, Sonic and James Pond, with the intention of propelling it to mega-stardom like some pretentious child star – and with any luck, raking in mega bucks along the way. Forget Emilio Estevez, Keifer Sutherland and Charlie Sheen, the new brat pack is Millennium's James Pond, Accolade's Bubsy Bobcat and the new young gun, Alfred Chicken.

Twilight is Pete Tattersall, Mark Mason and inspiration behind the 'Chicken' project, Jason McGann. "The idea has been kicking around for two years. There were some really fast games coming up at the time. But the emphasis was placed on speed at the expense of practically everything, especially humour. I



▲ Should you lose a life, you are given another chance by hatching out of an egg that bounces onto the screen.

CORE: 000280 ♥: 3 ⌚: 102 ♦: 37 ♂: 02

▲ Jump up and then push firmly down on the joystick. This causes you to divebomb onto foes, resulting in a most pleasing kill.

ICKEN

▼ And another mouse bites the dust as you prang it with your Manilow-sharp beak.

▲ Collect the gems for an explosive number of bonus points. Try not to singe your feathers!

explains: "I played various platform games to death and there's a lot to be learnt from that."

The first task was to see what Alfred's objectives were, what he could do and how he would react. Jason elaborated: "There isn't a limit to the daftness of Alfred Chicken; you can have him dive-bombing enemies like an ungainly Lancaster bomber or pecking balloons for points." It really is nuts and the potential of the craziness

really wanted to make a comedy game which was first and foremost challenging to play, but with gags all the way."

The name Alfred Chicken is not exactly dynamic though, is it! "It's not so much the name as the character that matters. I mean, who would have guessed a chubby Italian plumber would become a megastar - let alone a hedgehog. And you tell Schwarzenegger and Stallone that Arnold and Sylvester are names for wimps!" With this bizarre revelation in mind, Yorkshire-based Twilight decided to make the character sound as unlikely a star as possible, a broad Yorkshire flatcap type of name, Alfred Chicken. Why? I'll go to the grave wondering.

Alf's character began as a classroom doodle, with a shocking crest, a beak more akin to a breed of parrot and a body proportionally smaller than his head. No, it's not Bruno Brooks!

In addition, his featherless wings make him look as if he's had a close shave at Colonel Sanders's slaughterhouse. Jason continues: "The character came first and I really wanted to star Alfred in a completely new game concept. We tried a Nebulus tower-style idea but we were coming up against brick walls (unintentional pun pardoned). So we decided that comedy was the theme." Just a look at Alfred Chicken and you know he's not going to be playing Chekov at the National. Jason

"There isn't a limit to the daftness of Alfred Chicken"

is only limited by the game scenario.

We are not to be disappointed as

Alfred begins his quest in Cheese World, fighting against crazed clockwork mice... fab! Next, a level has the beaked wonder teetering along planks of wood. Then to a big library and, for no apparent reason other than complete madness, a world of pop bottles and straws. The finale is a mechanical fortress.

Comedy highlights include an appearance of Alfred's girlfriend, Floella, who looks

decidedly like Alfred in drag.

The enemy is equally difficult to take seriously with snails armed with cannon, jet packs and firebombs. But Alf's Moriarty is the omnipresent Meka chickens, hideous space hopper mutants graphically ray-traced using 3D studio... eye-catching but deadly.

In his defence, Alfred's got a bionic beak which enables him to pick up trees and elephants. Meanwhile, Oscar the inflatable ostrich is one of Alf's few allies.

With his bionic beak, Alf is the embodiment of T2 in the Mekons' bizarre fairground wild world. It's a world of vomit-causing rollercoasters, fun houses and rocket rides which become a blur of confusion as the evil Mekas exercise their hologram machine. Alf mans a Clown gun which can biff the enemy or, aimed at the ground, jettison him off into the air.

But if all that sounds absolutely stark raving mad, nothing will be able to prepare you for the little television. Alfred pecks the set which turns into comic style 'BLAHS!'. They spire out of the set, allowing Alfred to ride them up the screen.

Meanwhile, old fashioned ovens open up, Alfred clammers in and the heat blows him up to the higher reaches of the screen in a cloud of feathers. Crazy!



▲ The moving platform slowly descends toward the spearheads. It'll soon be like chicken on a spit.

PROJECT: Alfred Chicken

HOUSE: Mindscape RELEASE: Aug '93

TEAM: Twilight PRICE: £TBA

COMMENTS: Alfred Chicken is completely bananas. But in breaking with convention, it promises to be a refreshing change from the safe, predictable conventions of game design. It's inspired, fun and strange enough for anyone to wonder what exactly the programmers must be on - a genuine uplifting platformer of potentially massive sales proportions. When Alfred Chicken hatches in August, it should turn out to be a truly delicious creme egg!

INSPECTED BY: Jason

ODDBALL

Core Design are one of the very few software houses left not to have tested the cool inviting waters of the lucrative puzzle section of the market. Until now...

Oddball (working title) immediately reminded me of System 3's *Putty* when I first laid eyes on it but, within one minute, it was like nothing I had ever seen. Within two, it had reaffirmed my floundering belief that it really IS still possible to come up with something quite original.

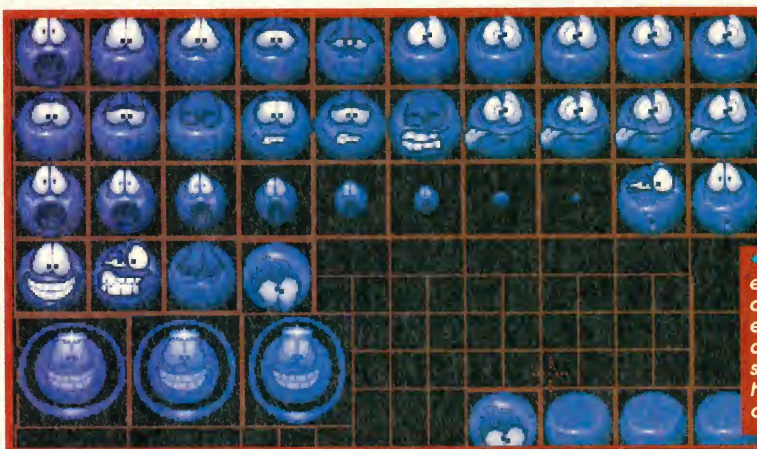
A brief explanation makes it sound like any other similar effort; a small blob-like creature is lost in a strange and forbidden land, and needs to overcome hostile beasts and obstacles alike in order to find his way to safety through dozens of perilous levels.

On inspection though, it quickly becomes evident that *Oddball* is anything but a 'normal game'. For a start, the perspective is completely different to anything else. It's best described as a bird's-eye 3D view, the player looking directly down onto the action... and it's very strange indeed! But then I suppose most things are about this off-beat puzzler.

Oddball is programmed entirely by Jonnathan Hilliard, who actually used the game to get himself a job at Core.

"I first began working on it while studying computers at Loughborough University. It was just a project at first, really, and progress was obviously slow

There's no let up from spaced-out Core Design as they bounce into orbit again.



Oddball's expression changes as his energy becomes depleted. For a small character, he packs in a lot of animation.



because I was then studying full time."

Towards the end of his course, Jonnathan began approaching various companies with the then (and come to think of it, still) unnamed game. Core liked it, gave the guy a job and it all moved on from there.

Oddball needs to find the exit to the various levels which, at the moment, are spacey voids but may be subject to change. Within the stage are many levels of tiles onto which you need to manoeuvre. Because of the perspective of the whole affair, the jumping method is quite unique and in Jonnathan's estimation will definitely take some mastering.

Some of the all-important tiles act simply as platforms while others have properties such as thrust, anti-gravity and slippiness and, to further increase the difficulty, enemies lurk everywhere.

Passwords will be happily doled out after every few levels. At the moment, a total of 50 levels are pencilled in and points can be earned not only by finding exits but also by collecting SPODS - Pacman-esque tablets scattered around the levels.

Quite a bit of work still needs doing before the finished product hits the shelves in the late Summer - it may even have a name by then!

"...it becomes evident that Oddball is anything but normal."

The various stages Jonnathan went through in generating the enemy sprites.



PROJECT: Oddball

HOUSE: Core Design RELEASE: Late Summer

TEAM: Jonnathan Hilliard PRICE: £TBA

COMMENTS: Whether or not *Oddball* will appeal to the masses on its release, I wouldn't like to say. The main character is well animated and is due for another facelift before he meets the public. The control method will take some getting used to - which is a good thing - but once mastered, 50 levels may not prove a big enough challenge for many. I can't compare it to any other game, simply because *Oddball* is so unlike anything else.

INSPECTED BY: Paul

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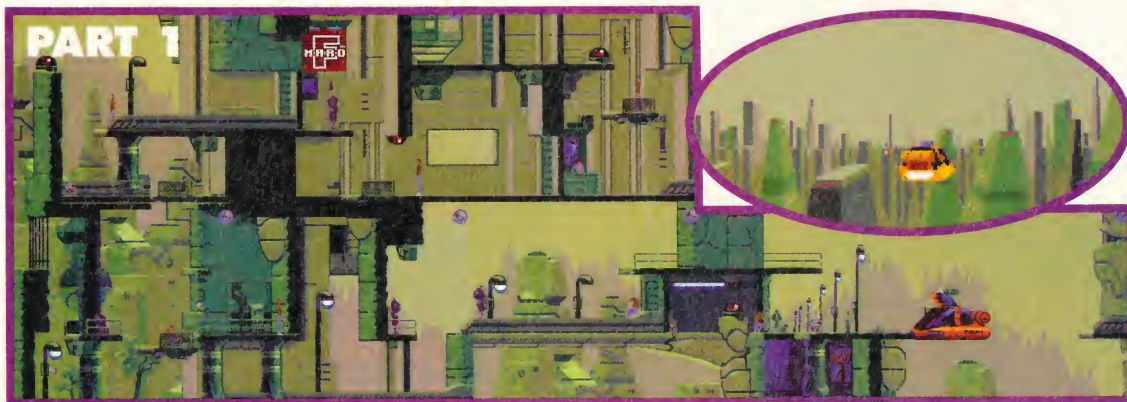
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GIVING THE GA

Last month we left Conrad about to claim his prize of the one-way ticket to Earth. Winning the prize allows Conrad to fulfil his mission of locating the Alien stronghold to destroy the Master Computer...

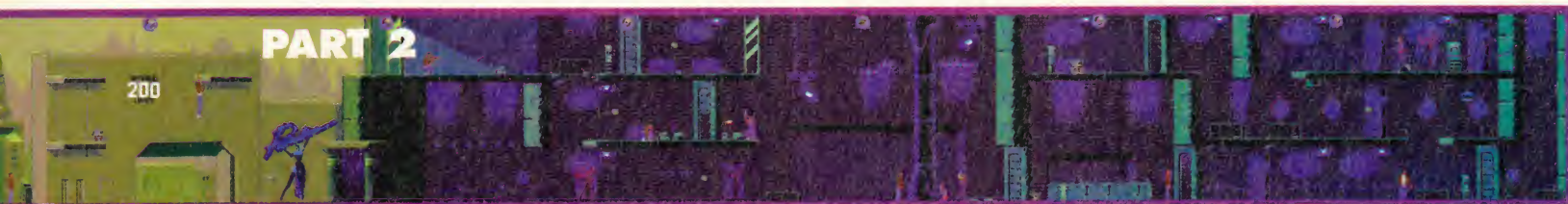


On arrival on Earth your first task is to hand over the papers that cost you so dear back on Titan. The attendant will take them and allow access to the planet's surface. The first and most immediate problem is the policeman who makes no move towards you until a shot is fired. Only on removing him will the next door open. Have your gun drawn then edge into the next screen.

Careful timing of the shield is needed here as not only is there a robot waiting for you but also the police are out in force. These flying police are deadly shots and require anything up to four shots to kill.

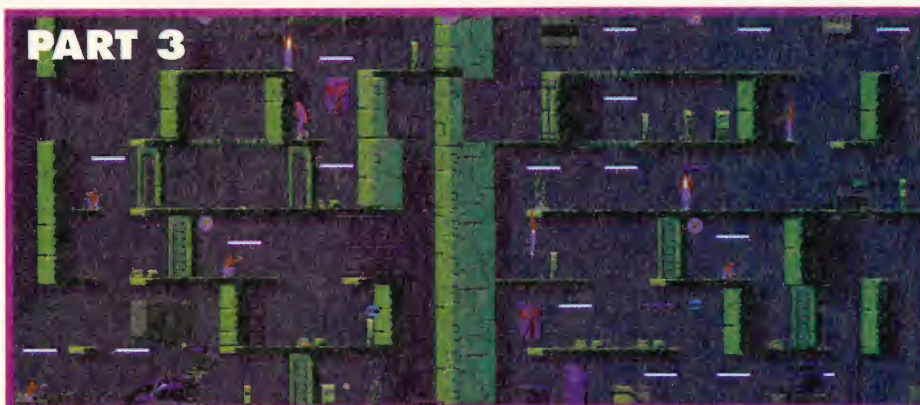
Drop down the next ledge then shoot the second robot by running ahead for a clear shot. Wait for the antenna to protrude before parting with the bullet. Take the lift with gun drawn so that on the way down you can take a shot at the policeman waiting. Robots are all too apparent around this section so be prepared to roll to safety.

Use the Shield charging point then proceed to the next screen where more policemen will have to be engaged. Only with careful shooting will the door open. Now be careful in this next screen, the pit below you is not to clearly visible and falling down will put you in conflict with the all too dangerous power globes waiting for you in the depths. Shoot the last robot then proceed to the Taxi rank where activating the switch takes you further into the mission.



Your drop off point from the Taxi allows an immediate save so do so. Climb up to the robot and just after shooting roll off the ledge. The explosion, should you remain up there, will take a shield point off you. This scenario will frequent the next levels so careful when taking out these droids.

- Climb up again to the top ledge then perform a running jump to the next screen. Hanging by your fingertips, pull yourself up and take out the power globe opposite. The glass door on the next platform should be shot through. Perform the running jump once more and enter the gloom.
- Take the lift down and climb up to the blue light which hangs down. Shooting across from there will bring down the glass door and allow you to pick up the key for later door access. Proceed past the bar and head up. Climbing up will no doubt trip the laser turret so remain crouched then roll out of screen and out of range.
- The robot above the bar is guarding a switch which will power down the energy trap behind the key lock. Take the lift down then jump up onto the light to open the passage and obtain the lift.





After being captured you are flung in jail then allowed to escape. You have been stripped of your gun but don't panic as the weapon is located below the first drop to your right. Pick it up quickly then save. Your first task is to head up to the Teleporting device which is well guarded. A key is also situated on this screen, guarded once again.

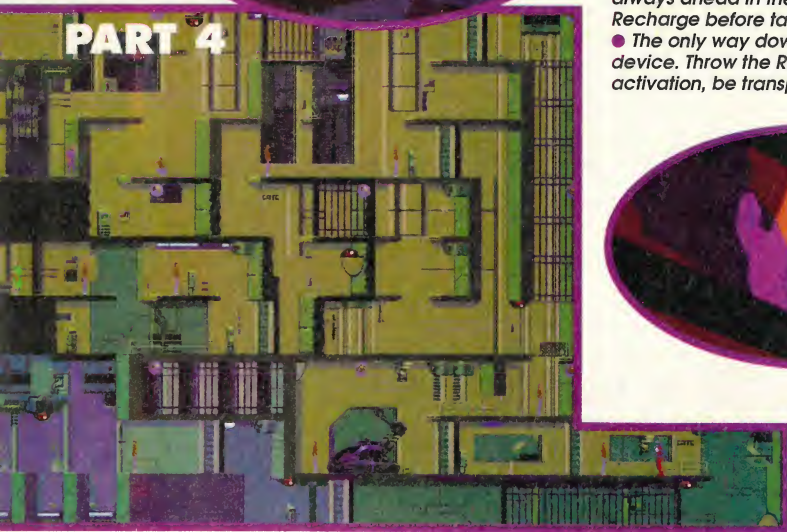
- On your way up, the energy traps will prove quite a problem. Wait till they pass above you then climb up, always ahead in the sequence. Make use of the Recharge before taking on the aforementioned guards.

- The only way down past the energy traps is to use the Teleport device. Throw the Receiver, then highlight the Controller. You should now, on activation, be transported to the Receiver location. Use the key in the lower lock then again use the Teleport to gain the lower level access. Proceed now as fast as you can to the bottom level where there is a save point.

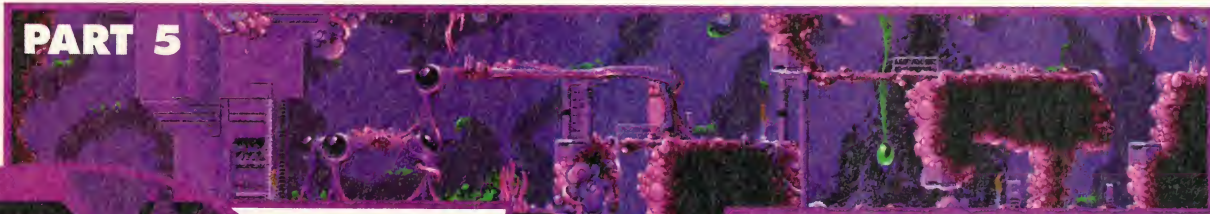
The pits are easily negotiated with careful timing and Teleport use. Your aim is to arrive at the bottom right screen, ready for a Teleport to a next stage.



You have been transported to the very heart of the alien computer. All the disguise is abandoned now so welcome to a new type of enemy. These blue blobs move fast across any terrain and can only be shot when materialisation is witnessed. They can take anything from one to six shots to kill making them without doubt the worst alien in Conrad history.



PART 5



After arriving proceed right, taking on the two aliens which head down toward you. Let them arrive at the bottom before engaging. After disposing of them, climb up and take on the alien in the next screen. Drop down and flick the switch which gains lift access.

- Moving further right provides vital shield recharge. Traverse back round the now accessible lift then proceed down.

Be very careful at this next stage. The laser turret will activate so roll towards the drop.

- Dropping down will put you face to face with three very nasty aliens. Try to move to the bottom of the screen where there is enough area to take them out. Pick up the stone and move left, leaving it on the door activator to keep the door above you open.

- Climb up but don't be tempted to remove that mechanical mouse as it keeps the energy trap closed. The next screen is passed by climbing up to activate the floor panel then climbing down to the bottom switch. Shoot the door open and flick on the device. An alien will appear and shoot the man behind the door.

- Don't panic, he will complete his last task before he dies. Remove the alien by rolling left and right and shooting when it forms. Climb up and the man lying on the floor will give you a Nuclear Charge. Roll onto the next screen.

- Now this bit proved very tricky and the best way to pass through the screen is to climb up to the highest point and throw the Teleporter into the shaft. You will need to be fast!



There are many energy traps and associated switches within this area, the mutants which are present are the teleporting type and require anything up to four shots to kill. The save point is reached by pulling out the gun, crouching on the left of the trap door then rolling right and falling down. Charge your shield and save position. If the door you are trying to pass through appears closed then look around for a power globe which normally act as triggers. Work your way right and when the energy trap starts advancing behind you be prepared to shoot the power globe to open the door to the next level. Don't worry too much over your capture, you will be given more than an easy task to escape.

PART 6

Use the recharge point then move right to the apparent abyss. Use the jump which lets you climb to a higher level then take the lift down. Keep dropping down till you locate the save point then use it. Move left and pick up the key.

- Proceed to the top right of the playable area where the key will allow you into the last and final playing area. Remember the landscape well as your goal is the furthest point on the right should you finally set the charge.



PART 8

Take the lift behind the previously closed door to the lower regions. Move into the room with the hanging creature. The aliens coming towards you require one shot only to kill. Climb the platform on your right and shoot once at the creature dead centre. Roll away, take out the oncoming creatures then repeat for the other side. Eventually the creature is killed and you can move through the room. Trip the activator in the next room then run back to the lift shaft, take the lift up and recharge shield.

- Go back down and save progress. Return to the locked door and obtain the key from the top fight of the screen. You will need the Teleporter to pass through the energy traps and on reaching the furthest point right a voice will tell you exactly what to do with the Nuclear device. Before flicking the switch, throw the Teleporter, allowing you to pass quickly through the beams.

The end!



Run for your life! Go right, take the lift then proceed beyond the apparent abyss by jumping up and over. Now it would be spoiling all the fun to show the last section so work it out for yourself. A good clue lies in getting as far right as you can, the final screen hides a lift to get you out of there in a hurry.



PART 7

The mechanical mice are situated just above you and are handy for setting off traps and bombs. Climb up to the highest point then perform a running jump allowing all the bombs to blow up harmlessly behind you. Take the lift up then immediately take it down. You will have tripped a device which opens the door at the bottom. The two aliens freed will need to be removed in order for you to obtain the key to open the left side up. Before taking the lift drop your Teleporter so you can return quickly to this point.

- Now take the lift up and recharge your shield at what should be quite familiar territory. The alien is guarding that switch for a reason. It opens the door to the next level. Drop in, then in order to avoid combat, flick the switch then Teleport away.

- Take the lift up, climb the rest of the way then avoid the energy traps. This is best done by waiting till just before the mouse activates the plate then rolling through.

- Take the lift down. The next screen is really quite simple although it appears at first to be very hard. Stay crouched and roll from left to right shooting the creature. Then, once that is done shoot the eye of the ball till it drips ooze and opens up the floor.

- Move as far right as you can then throw the Teleporter into the shaft. Teleport to the next level!



For now...

THE END

That's it! You have done it! Conrad now drifts in space ready for his next adventure and you can run away from the screen screaming at the top of your voice.



FLASHBACK

It's late at night, the children are asleep and there's something other than adults making strange noises. The Trolls are here with a mission and only this guide will help the inexperienced to complete the mission...

LEVEL 1: TOYLAND



Blending into the scenery is the infamous jack-in-the-box. Be extra careful when approaching the box because if any form of contact is made it will surely result in the loss of energy.

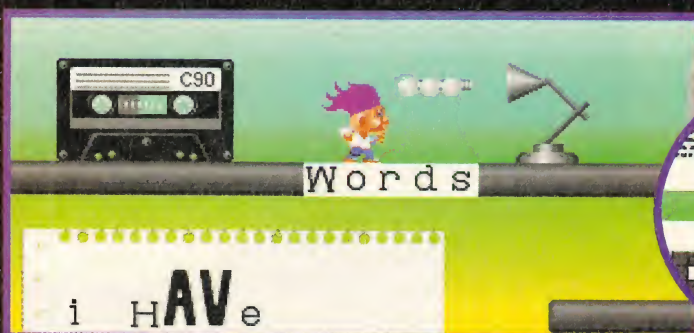


Looking at the bonus level now we can see numerous treasures and points that need to be earned but to obtain all of the points you'll need to find the exit before the timer runs out. The exits are always located to the bottom or right of your starting position

Towards the later parts of this exciting level are these green caterpillars. They normally wouldn't be much of a threat but the lights are turned off so the screen is darkened - which makes them very hard to spot!



LEVEL 2: MEDIA LAND



Entering the wonderful world of journalism (what a joke!), you'll be confronted with all sorts of evil stationery. The first piece of equipment that will trouble you will be the animated angle pulse lamp. Try not jump onto this - take the alternative option and walk underneath their jumps.



As you whizz around the level looking for more baby trolls, you'll inevitably walk into a killer full-stop. So with dangers like this, keep your speed down and your eyes open! (As well as your eraser ready!)

LEVEL 3: SODA POP LAND



Plaguing the seas of cherry soda is the deadly yellow submarine. Stay clear of these mechanical menaces as they tend to unleash several missiles that will surely harm our purple-haired hero.



The only other thing to observe as you navigate your way through the soda is the location of precious air pockets. The bubbles in question can only be found in balloons, so get bursting.

LEVEL 4: FAIRGROUND LAND



As you zip along the tracks of the rollercoaster you'll probably run into a carriage that has been deliberately pushed into your direction. Just jump as soon as you see one enter the screen.

An invisible creature dwells within this level! It's not totally evil but it will still harm the naive Troll who dares tread upon its back. They're usually found around red backgrounds where they're hard to see.



LEVEL 5: FABLE LAND

Magic and myths rule this part of the game. There's a plethora of points to be gained but there's a snag - you've got to defeat what guards them. The worst of the bunch are the butterflies and bees - their erratic flight patterns often catch the sharpest of Trolls off guard. You've been warned!



Another two creatures to be on the look out for is Puff the Magic Dragon and the side-stepping tomato. Both leap about the screen in an attempt to squash a Troll but be aware of the dragon's breath! (No Listerine available in this game!)

LEVEL 6: BOARDGAME LAND

Dancing around the chequered squares of the various playing boards is the mystic orange counter. Although it's nice and



predictable on its next move, it's still quite hard to notice in the ensuing frantic action. Bear that in mind!



Before you leap from platform to platform, check that there are no coins obstructing your way. Failure to notice this may well result in the loss of a precious life!

LEVEL 7: CANDY LAND

Patrolling the skies in this level is the lethal bi-plane that drops a huge cargo of fizz bombs. Stay well clear of this vicious aircraft (unless you have a toothbrush - joke!)



Hiding on numerous platforms is the bubble gum dispenser. This creature is only harmed by using the yo-yo from underneath as any other method of attack will probably result in another life being lost.



That's all folks!

TROLLS

GIVING THE GA

"Okay, I see him behind the trees, hold her steady while I take him out. Oh no! He's got a rocket launcher... Get outta here!" How many times has this happened to you? If the answer is lots, read this...

On strike

Instead of taking brief samples of the different levels in the game, we've decided to bring you the full tactical solution to the last level. If you wish to know all of the codes then here they all are for you:

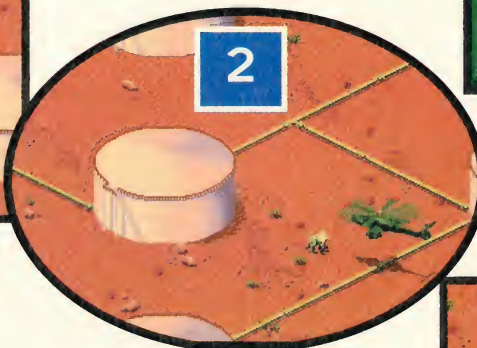
OQJMRK: Scud Buster
WLOHBET: Embassy City
VTEWIOQ: Nuclear Storm
VVNVYAE: The Final Screen

With all of that, we'll move on...



On your first mission you must liberate the oil fields. This can be achieved firstly by destroying all of the ground targets around the oil tanks. Take great care not to hit any of the oil tanks themselves.

Hidden between the oil tanks is a super winch. Locate it as soon as you can as it will prove invaluable in later missions.



Looking at the game map you'll see the icon for the helicopter. This is the location of the hidden commandos. Take them to the red dot in the oil field so that they can do their job.



With the oil field now safe, you may turn your attention to the problem of oil spills. Shoot the end of the pipes to seal them off and avoid an environmental disaster.

The next job to flash up on your screen is the retrieval of civilians that are being held in bomb shelters.

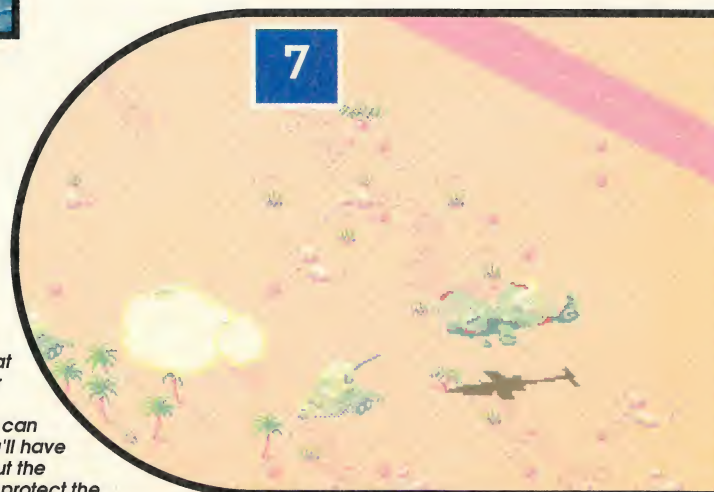
Shoot the entrance of the shelter like so, but be extra-careful when the people run straight outside into your line of fire.



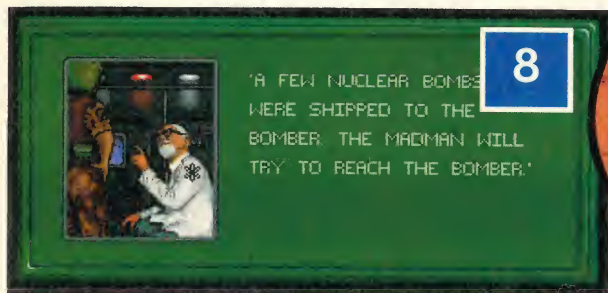
The next piece of info that enters your head is the fact that bomb parts are in transit and need to be destroyed. Search the southern roads for these trucks but make sure the back of the truck resembles this piccy.



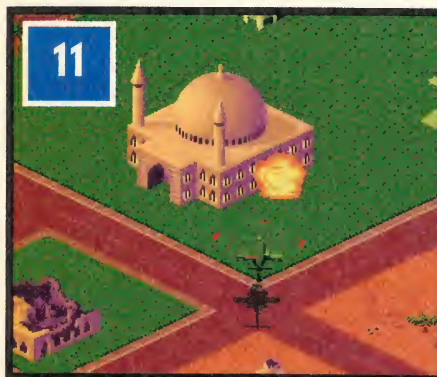
Now you must stop the production run at the nuclear plant, but before you can do this, you'll have to knock out the radars that protect the plant.



After destroying all ground forces that surround this plant, you can now capture the escaping scientist to gain more information about the madman's plans.



After destroying the power station you have now increased your chances of survival when you attack the palace. But be warned, it's extremely well defended!



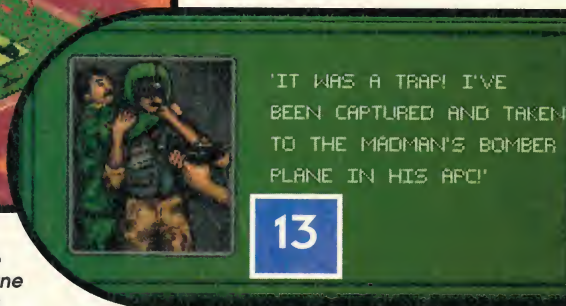
Then with all of those chores completed you can now obliterate the main building. Don't forget that armour crate, now will you?!



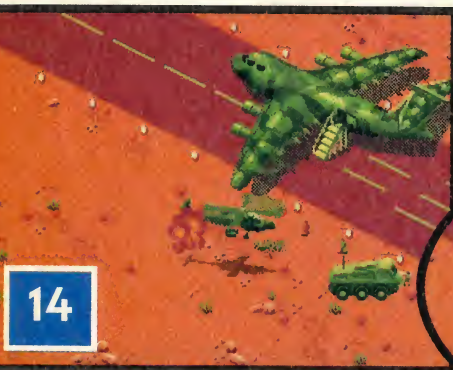
Don't forget to blow up the cooling towers that lie nearby.

Once the building is worse for wear, you may land your mighty chopper and let your co-pilot kidnap the madman.

What's this? An unpredictable twist in the storyline!



Then once the ground forces are destroyed you can shoot the plane and rescue your co-pilot. Do this by launching a Hellfire into the top of the aircraft.



As you approach the madman's plane you'll be assaulted by all of the heaviest artillery that he has in reserve. Make sure you're stocked up on plenty of Hydras and be careful of not shooting your co-pilot as he enters the plane.



In the explosion, the madman disintegrates into a fine pile of ashes.



Your commanding officer is elated at your recent battle successes.



Then with your sidekick rescued you can now obliterate the plane and save the world from nuclear disaster. And keep an eye out for ammo crates that lie nearby to the runway.



Word reaches the White House and the president decides to decorate you for your outstanding valour.

DESERT STRIKE

The only cheat page in the world that's almost an anagram of Llama Spit returns once more with another bargain bundle of enlightenment.



DESERT STRIKE

What a game... Seems as though many of you have gone out and bought this, and as you'd expect, everyone wants to know how to finish it!

It seems a shame to cheat on a game of this quality, because this is the kind of thing you want to last and last, but anyway – try these blighters for size:

BQQQEAZ for 10 lives
TQQQLOM for 5 lives (why?)
WQALOBO to begin at Scudbuster
OLOAHV to begin at Embassy City
WTEOVJP to start at Nuclear Storm.

SUPERFROG

Everyone's sending us level codes for *Superfrog* at the moment, but we're not going to bother with those because you can read them in any old mag. Try this little snippet though: collect all the items possible on the very first screen, then press F10 twice, and you should be invincible. To be quite honest we tried it here and it didn't work, but we were very busy, and several people have told us about it – so perhaps we're just crap.

Oh, alright then, we've got a bit of space to fill, so why not.



Magic Woods	Spooky Castle	Fun Park	Ancient	Icy	Space Station
1 - 234644	446364	882311	818234	984841	981122
2 - 447464	984448	992334	182394	383772	017632
3 - 747822	477444	091332	298383	093152	398112
4 - 392822	343522	467464	453234	387211	No Code!

PINBALL FANTASIES

What is it with this game – is someone selling it for a fiver a chuck, or what? We've had flippin' loads of codes sent in to us this month, some old and some new – but here they all are anyway:

EXTRA BALLS
TECH STUFF
ULF
OLOF

BARRY
ANDREAS
FREDRIK
EARTHQUAKE

MARKUS
THE SILENTS
What do they all do? Oh,
allsorts – suck 'em and see.

TEARAWAY THOMAS

Type in "Time flies like a banana" whilst playing, and you'll be awarded infinite time, says Nicholas Mewton from Dorset. Cheers Nick, we will.

INDY 500

Ha! Fooled you! Those of you with half a brain would have noticed that last month's second *Chaos Engine* tip was in fact the optimum car settings for the old racing classic *Indy 500*. We're not apologising or anything – just thought we'd let you know.

ACTION REPLAY

Welshman Graham Cadman has been beaver away over one of those clever little cartridge thingies that you can never seem to find in the shops. For the codes that don't have a TFD prefix, first use the M command and then the code.

BEAST3 tfd 000264
D/GENERATION C2F210
GODS tfd 224
MEGA-LO-MANIA 17ED7
PROJECT-X C015B1
TEARAWAY THOMAS tfd 696
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EDD THE DUCK

Publisher: Zeppelin Platinum

Price: £7.99

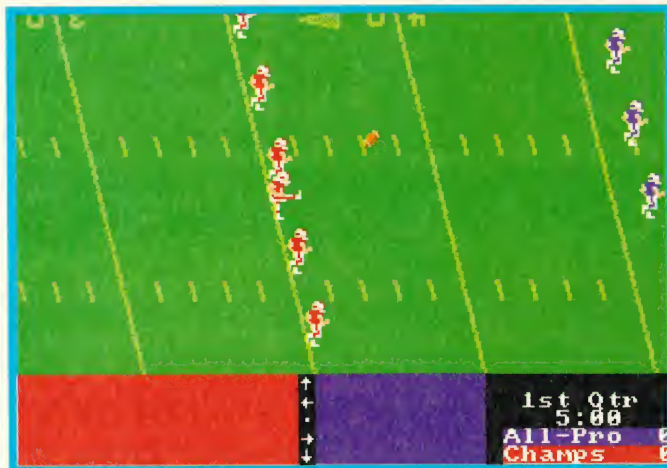
It had to happen! Public demand for a sequel to the original *Edd the Duck* game was just too great for Zeppelin to resist, so never one to let the masses down, they've got the follow up out to us. Yes, it's official, *Edd the Duck* is Back with a Quack!

In this adventure you must guide the children's television superstar around the Old West town of Dodge City. Armed only with a handful of custard pies, Edd takes on some of the most notorious villains of the era, including Wyatt Urppp, Doc 'Bank' Holliday, Calamity Jane, Disastrous Diedre and of course, who could forget Accident-Prone Angie!

The gameplay is, basically running around, jumping and firing off custard pies in all directions. Doubtless this will appeal to the kids but experienced players may find it all a bit simple. Not too bad though.

REVIEWED BY:
Steve

SCORE **65%**



4TH & INCHES

Publisher: The Hit Squad

Price: £9.99

The simple fact that this is an American Football simulation will be enough to put many people off from even considering it. This is a shame though, as this is a better than average version of what can (at times) be a tremendously exciting sport.

Originally programmed by Accolade, this version incorporates everything you would expect to see in an American Football game. OK, so the graphics may be a little dodgy but they are more than adequate for the task at hand. At first I was under the impression that all you were required to do was call the plays and sit back and watch, but in actuality you also take control of one of the players in both offense and defence.

Generally, these type of games have extremely limited interest to the player. *4th and Inches* is different though and offers a good, long lasting challenge. One small point is that although it is supposedly A1200 compatible we did experience some graphical glitches on our version, but nothing too serious.

REVIEWED BY:
Steve

SCORE **87%**

STRIKE FLEET

Publisher: The Hit Squad

Price: £12.99

This is actually a Lucasfilm Games production. As far as I'm concerned this alone more than justifies its purchase but doubtless some will want more convincing than this. Well, here goes. *Strike Fleet* is a modern naval combat simulator which allows you to experience the heat of battle and so on.

Your goal is to execute missions successfully and earn promotions. Your performance is rated over a number of factors including the number and type of enemies you destroy, the personnel and equipment you lose, and more importantly the completion of mission goals. There are twelve ranks that you can progress through so there is certainly no lack of longevity.

I find that combat at sea games generate more atmosphere than any other type and this is no exception. It may be getting on a bit now, but it can still hold its own with the advanced sims of today.



REVIEWED BY:
Paul

SCORE **85%**

POPULOUS & THE PROMISED LANDS

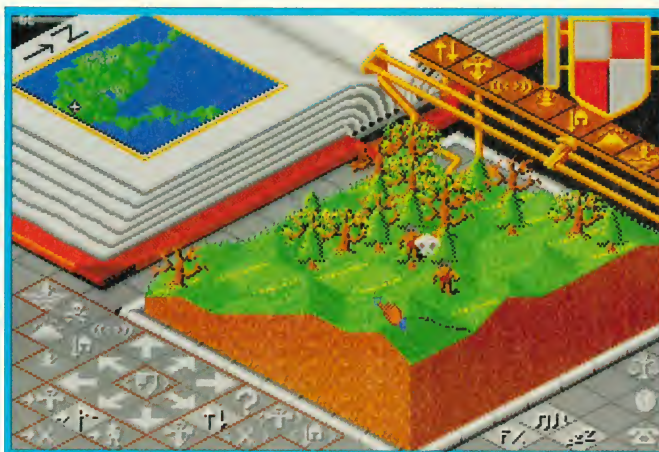
Publisher: The Hit Squad

Price: £12.99

I've said it before, and doubtless I will say it again, but I cannot understand why this game is so popular! That may seem like a controversial statement but that's how I feel, so there! Anyway, in case you don't know, you get the chance to become a divine being who must guide His followers to success and prosperity. You must lead them into battle against other armies and bring them victory. That is a very brief summary of an in-depth game, but it will suffice for now.

Also in the box comes the *Promised Lands* package. Originally an add-on disk, it contains five new worlds for you take on, including Sillyland, Wildwest, Blockland, Revolution Française and the Bit Plains. This will undoubtedly prolong the interest level for dedicated players who have finished the original.

All in all, this package is excellent value for money but it's really only for people who like *Populous*!



REVIEWED BY:
Paul

SCORE 79%



LEGEND

Publisher: Mindscape

Price: £14.99

This was without a doubt one of my favourite RPGs of last year! From the same team that brought us *Bloodwyche*, this has to be one of the most engrossing games of this type ever. You control a team of four independent, simultaneously controlled warriors, much in the same way as Krisalis's *Shadowlands*, but executed a thousand times more successfully.

Your team consists of a berserker, a troubadour, an assassin and a runemaster, all of whom must explore the various levels of the dungeon. This will not be a simple task though as around every corner there will be an enemy waiting to rip your warriors apart viciously, or a fiendish puzzle or trap designed to throw you off the scent.

In my mind *Legend* is a game that every Amiga owner should have in their collection, even if they aren't big RPG fans. At this price it's an absolute steal!

REVIEWED BY:
Steve

SCORE 91%

KNIGHTMARE

Publisher: Mindscape

Price: £14.99

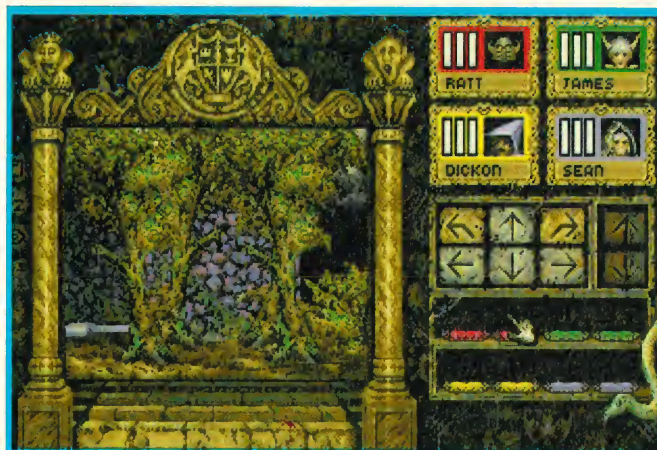
If you start to play this game expecting to get a computer version of the children's game show you will be sorely disappointed, as thankfully this is nothing like the television program. Programmed by Tony Crowther of *Captive* fame, this adventure in the mould of *Dungeon Master* was originally hyped up beyond belief as the game that was finally going to topple *Dungeon Master*.

After what seemed like an eternity the game was released and as with anything that gets that much attention, people were disappointed with the finished product. This is not a fault of the game though, it is just that people's expectations were too high and just unrealistic.

Knightmare is an extremely atmospheric and enjoyable RPG that is well worth £15 of anyone's money. The only real problem is that it may become a little too heavy going for some less experienced gamers.

REVIEWED BY:
Steve

SCORE 86%



SUPERSKI 2

Publisher: Games Worth Playing

Price: £9.99

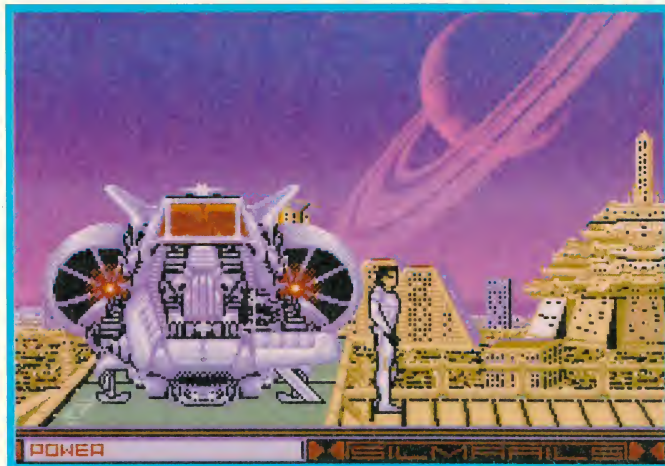
This game was reviewed not so long ago in Issue 43 as part of the *Action Sports* compilation from Microids. It received a glowing recommendation then and now it has appeared on budget, that opinion still hasn't changed.

Many people may be put off by the fact that this is a game based around skiing but they shouldn't be as it works surprisingly well. This is in much the same format as the *Epyx* games that were extremely popular on the 8-bit formats. The game is split up into numerous ski-related events, including the Downhill, Bobsleigh, Skijumping and so on.

You can compete in a single event, or go for a Winter Olympics scenario in which you have a go at all of the events. Once you start to play *Superski 2* you will be surprised at how quickly it grabs hold of you, and how long it takes to let go.

REVIEWED BY:
Alan

SCORE 84%



STARBLADE

Publisher: Games Worth Playing

Price: £9.99

Starblade is an arcade adventure in which you play a character named Storm Walker. He has been chosen to take over the mantle of Leader of the Rebellion and its secret organisation, the Scientist Fighting Front. The previous leader, Julius Gordon was assassinated by the Investigation Bureau and the movement lost its way for a time. Now they look to you to give them a new direction.

You must travel around in your spaceship, exploring the different planets in the system in an effort to carry out the unanimous goal, the destruction of Genolyn, Queen of Thought, Guardian of the Spirits and apparently the Supreme Guide to Happiness and Capital Letters in Sentences.

At first the whole game is immensely confusing and the chances are you won't have a clue as to what is going on half of the time. (Like the AA office - Ed.) However, once you get the hang of things it becomes more interesting and it is quite easy to become engrossed.

REVIEWED BY:
Paul

SCORE 77%

BULLY'S SPORTING DARTS

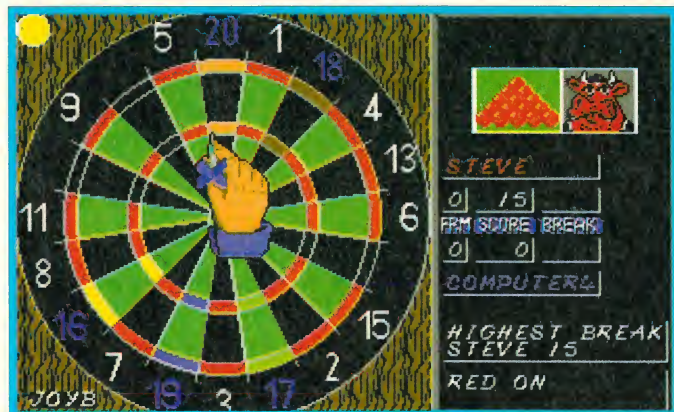
Publisher: Alternative Software

Price: £9.99

There is one thing you should know right from the start: I hate darts. As a result of this fact, you would expect me, and rightly so I might add, to tear this effort apart. Well sorry to disappoint you, but I'm not going to! In fact, quite the opposite. This is one of the most addictive, fun to play, downright enjoyable games I have come across in many a long month.

Where does its appeal lie? Well instead of just simulating regular darts, Alternative have opted for something slightly different. As well as the popular 501 game and round-the-board versions, you can also play football, golf, tennis, cricket and snooker, all in dart form! It would take too much space to describe how they work here, but rest assured they are all excellently implemented.

For £9.99 *Bully's Sporting Darts* must be one of the best value-for-money games of all time. Buy it today.



REVIEWED BY:
Steve

SCORE 92%

BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	ALIEN BREED SPECIAL EDITION '92	TEAM 17	£10.99	SHOOT'EM-UP
2	7	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORT/STRATEGY
3	5	TRIVIAL PURSUIT	THE HIT SQUAD	£7.99	QUIZ
4	7	DIZZY: PRINCE OF YOLKFOLK	CODEMASTERS	£7.99	PLATFORM
5	4	F-16 COMBAT PILOT	ACTION 16	£9.99	FLIGHT SIM
6	6	JAMES POND	GBH	£7.99	PLATFORM
7	8	RBI 2	THE HIT SQUAD	£7.99	SPORTS SIM
8	10	SHOOT'EM-UP CONSTRUCTION KIT	GBH	£9.99	UTILITY
9	11	SPELLBOUND DIZZY	CODEMASTERS	£7.99	PLATFORM
10	9	TERMINATOR 2	THE HIT SQUAD	£7.99	SHOOT'EM-UP
11	17	TEST DRIVE 2	THE HIT SQUAD	£7.99	RACING
12	14	PRINCE OF PERSIA	THE HIT SQUAD	£7.99	PLATFORM
13	3	HERO QUEST	GBH	£9.99	RPG
14	15	LOTUS TURBO CHALLENGE	GBH	£9.99	RACING
15	★	POPULOUS + PROMISED LANDS	THE HIT SQUAD	£12.99	STRATEGY
16	★	JACK NICKLAUS GOLF	THE HIT SQUAD	£7.99	SPORTS SIM
17	★	PRO TENNIS TOUR	THE HIT SQUAD	£7.99	SPORTS SIM
18	★	MAGIC LAND DIZZY	CODEMASTERS	£7.99	PLATFORM
19	12	INDY JONES: GRAPHIC ADVENTURE	KIXX XL	£14.99	ADVENTURE
20	★	PIRATES!	KIXX XL	£12.99	STRATEGY

★ = RE-ENTRY ★ = NEW ENTRY

There's no surprise at the top! Yes, *Alien Breed* is still lingering like an old sock under the bed. But further down, *Populous* is beginning to take over and could soon make a bid to populate the first position. On the whole, it's a fairly static and uninteresting chart this time with the most hope of a re-shape coming from Ocean's new mid-price range. This range includes *4th & Inches* and the reasonably challenging naval simulation, *Strike Fleet*. Also keep an eye on Amiga Action's budget pages for some new and potentially mind-numbing titles from Gremlin's GBH label. Now that's got you thinking, hasn't it! Oh, all right then, we give up! Just read the chart instead...



BACK ISSUES

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ISSUE 36 SEPTEMBER 1992.

CODE 8477.

Cover – Battle For the Skies
Coverdisk Demos – Goblins, Tornado, Ugh!, 4 PD Games
100 Best Games Ever supplement

Reviews – Air Bucks, Air Support, Crazy Cars III, Fascination, Guy Spy, MegaTraveller 2, Premiere, Ragnarok, Ugh!
GTGAs – Monkey Island 2, D/Generation, Shadowlands

ISSUE 37 OCTOBER 1992.

CODE 8478.

Cover – Kick Off 3, Beast 3, Lotus 3
Coverdisk Demos – Fireforce, Tearaway Thomas, Hoi, Dithell's Wonderland
Reviews – Amberstar, Archer McLeans Pool, Beast 3, Captain Dynamo, Fireforce, lost Treasures of Infocom, Lotus 3, Sim Earth, Tennis Cup 2, Troddlers
GTGAs – Hook, Fire and Ice, Lure of the Temptress

ISSUE 38 NOVEMBER 1992.

CODE 8479.

Cover – Nigel Mansell
Coverdisk demos – Pinball Fantasies,

The Chaos Engine, Zool

Reviews – Amos Pro, B.A.T. II, Doodle Bug, Curse of Enchantia, Pinball Fantasies, Sabre Team, Putty, Sword of Honour, Aquatic Games
GTGAs – Goblins, Premiere, Dojo Dan

ISSUE 39 DECEMBER 1992.

CODE 8480.

Cover – Lethal Weapon
Coverdisk Demos – Alien Breed 92, Nick Faldo, Cytron, Donkey Kong
Free GTGA Book – Zool, Sensible Soccer, Beast III
Reviews – Assassin, Caesar, Cytron, Legend of Kyrandia, Lethal Weapon, McDonald's Land, Nigel Mansell, No Second Prize, Paladin II, Premier Manager, Road Rash, Shadowlands, Tiny Skweeks, Ween
GTGAs – Goblins, Dizzy Yolkfolk

ISSUE 40 JANUARY 1993.

CODE 8481.

Cover – Streetfighter II

Features – Blister (!)

Coverdisk Demos – Road Rash, Goblins 2

Reviews – Alien Breed 92, BC Kid, Bill's Tomato Game, Campaign, Goblins 2, Gunship 2000, KGB, Sensible Soccer 1.1, Streetfighter II, Tearaway Thomas

GTGAs – Legend of Kyrandia, Plan 9 from Outer Space

ISSUE 41 FEBRUARY 1993.

CODE 8482.

Cover – Darkseed
Coverdisk demos – Zool A1200, Nigel Mansell, Robin Hood, Elevation

Features – GamesMaster Live, Future Zone

Reviews – Dalek Attack, Dark Seed, Dragon's Lair III, Harrier, Fate of Atlantis, Joe and Mac, Trolls, Voyage Beyond, WWF II

GTGAs – FULL SOLUTIONS: Indiana Jones and the Fate of Atlantis (The Graphic Adventure), The Curse of Enchantia

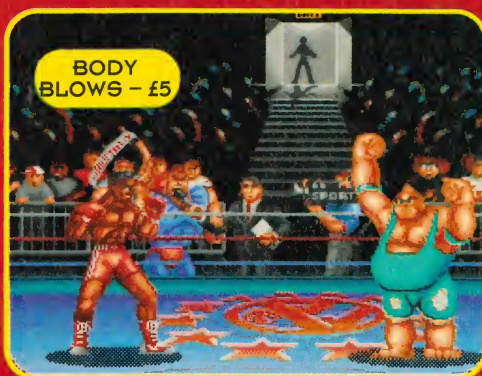
ISSUE 42 MARCH 1993.

CODE 8483.

Cover – Altern 8
Coverdisk Demos – Body Blows, Furmyre, Creatures, Unsensible Socc
Features – Altern 8, Zool 2

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Reviews – Combat Air Patrol, Creatures, Lionheart, Nick Faldo, Sleepwalker, The Chaos Engine, Transarctica, Waxworks, Wing Commander
GTGAs – Dark Seed, Ween

ISSUE 43 APRIL 1993. CODE 8484.

Cover – Lemmings 2
Coverdisk Demos – Abandoned Places 2, Lemmings 2, Walker
Free GTGA Book – Alien Breed 92, Goblins 2, Classic Tips. Games Index, Classic Tips
Features – Arcade Show, Zool

coin-op, On-Line, Hard Drives, Virtual Quest Virtual Reality
Reviews – Body Blows, Crystal Kingdom Dizzy, DPaint IV, Legends of Valour, Lemmings 2, Lethal Xcess, Sim City Deluxe, Son of Chuck, The Greatest, Walker, Universal Monsters
GTGAs – Waxworks

ISSUE 44 MAY 1993. CODE 8485.

Cover – Desert Strike
Three huge coverdisks! – Superfrog, Chuck Rock II, Dizzy, Sink or Swim, Super Cauldron, Deluxe Pacman.
Features – Amiga CD-ROM, CompuServe, Bullfrog.
Reviews – Desert Strike, Jurassic Levels, B17, Abandoned Places 2, Arabian Nights, A-Train, Historyline.
GTGA – Sabre Team, Dragon's Lair III

ISSUE 45 JUNE 1993. CODE 8486.

Cover – Superfrog
Coverdisk Demos – Hired Guns, Deathbringer, Donk, Assault, Crazy Sue, AmigaQ, Isolation
Features – Lemmings 2, Superfrog, Zool 2, CompuServe
Reviews – Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.
GTGA – Flashback, Body Blows, Superfrog

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COMPO WINNERS

A warm summery welcome to all our hopeful competition winners. Most of you are even less likely to win anything than usual as we're giving the results of the 'Is there anybody out there?' overseas compo!

For those of you who can remember, this compo asked you who you would like to see as President of the US and why, and there were 40 games up for grabs! And what a deluge of deeply unfunny entries we had! Not only that, but half of them were from British readers who were forbidden from entering! An example of a 'side splitting' entry was: "Bill Clinton because I think he really wants to do something about the problems in America."

Anyway, we did manage to find 40 winners. They are: Carlo Pirri from Beaconsfield, Western

Australia; Pantic' Sinisa from Beograd, Yugoslavia; Cindy Crawford from Victoria, Australia; Thomas Volbach from Herne, Germany; Terho Selin from Otta, Finland; Edwin van Vulpen from Riel, Holland (and our fave: "Clint Eastwood because he's one tough son of a bitch"); Lars Peter Høegh from Nørre Nebel, Denmark; Michael Chapman from Tasmania, Australia; Henry Heinberg from Håsselby, Sweden; Dale Blake from Lindisfarne, Tasmania; Bahattin Uzunkaya from Istanbul, Turkey; Carl-Filip Johansson from Stockholm, Sweden; Ludwik Sliwczak from Warsaw, Poland ("Blanka

from *Streetfighter II*, because he looks like a wise man"); David Martin-Romero Diaz from Madrid, Spain; Szymon Grabowski from Goynia, Poland; Jonathan Mc-Pherson from Malta; Frans Kley from Amsterdam, Holland; Patrick Daly from Wexford, Ireland; Robert Daly from Cork, Ireland; Andrew Wilson, Holland ("Maggie Thatcher, because it would get her out of Britain once and for all"); Ville Karinen from Lahti, Finland; D.J. Bowles from Muscat, Oman; Ivo Bos from Sevenum, Holland; Sam Orton from New Zealand; Paul Galea from San Gwann, Malta; Ulrik

Limkilde from Hellerup, Denmark; Kevin Xuereb from Qormi, Malta; Daniel Sultana from Malta; David Arnholm from Stubbekobing, Denmark; Azmet Hafeez Azmal Shaikh from Punjab, Pakistan; Victor Conde Fernandez from Barcelona, Spain; Paulo Gaivão Telles Da Gama from Lisbon, Portugal; Keith Owen from Saginaw, USA; Kiran Harry from Gaborone, Botswana; David Lanaway from Victoria, Australia; Nils Hemmingsson from Almunge, Sweden; Gerard uld Meyden from Veenendaal, Holland; Thierry Van Laethem from Wemmels, Belgium; Ian Hutchinson from Ontario, Canada; Jolon Craw from Tai Tam, Hong Kong and finally Raymond Jaggessar from The Hague in Holland. Congratulations to all the lucky winners!

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"A step forward for Krisalis's Amiga games reputation." That's what we said about hilarious platformer *Arabian Nights* when it was reviewed in AA just a couple of months ago.

Gear like this doesn't grow on trees (although obviously the packaging and documentation by its nature comprises certain wood pulp elements) and, even if it did, you'd still have to pay for it because oranges and coconuts grow on trees and they aren't free.

Anyway, what we're basically trying to say is that we've got 10 COPIES OF THE GAME just bursting out of our cupboard and destined to become the property of 10 LUCKY READERS. And that's not all!

Remember those little purple packets that used to sit between the Spangles and Texan Chew Bars in the sweet shop? Turkish delight – gorgeous it was.

Anyway, Hazer Baba Turkish Delight is the real thing; it's made in Istanbul and we've got tons of it. To get your hands on a copy of *Arabian Nights* AND a box of the Turkish Delight, answer the questions below and send them to the usual address by July 2<None>3rd, 1993.



Q1. In the Middle East, if you were to steal a box of turkish delight, which fate would most likely befall you?

- a) £20 fine and a slap on the wrists.
- b) Sentenced to viewing endless repeats of popular magazine programme Ap Kaa Hak.
- c) Beaten to within an inch of your life before having your hands cut off at the wrist.

Q2. On the back of our box of delicious Hazer Baba turkish delight, there are three additive numbers. Which three are they?

- a) E110
- b) E124
- c) EZ L1FE
- d) E132
- e) EH WOT

Q3. How sad and desperate was Q2? Was it:

- a) Not desperate at all but quite sad.
- b) Moderately desperate and very sad.
- c) Quite the most desperate, sad and uninspired question you've ever read.

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STAGE 1



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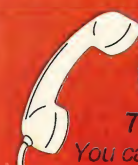
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TALKBACK

There's nothing better than a bit of controversy, that's what I say. And what could be more controversial than A1200 vs. Falcon?

Fiction friction

In response to your letter from 'A confused Amiga owner', whilst I would expect you to defend the Amiga, I do have to take you to task on some points which are blatantly untrue.

1. Software support. There have been over 200 titles already in development for the Falcon and whilst it has only been available since March 1st, there are already 20 Falcon-specific titles on the market in Europe. How many can the A1200 quote?

2. ST Compatibility. In tests, the Falcon has proven to be 71% ST Compatible. I believe similar A1200 tests have proven less than 60%. So please refrain from making up statements which are blatantly not true.

3. The amount of time it has taken to get an ST successor together'. Let's compare what has actually happened:

Commodore's history has been:

Start '92 - "you know your A500? Well, it's out of date, the A500+ it is now!"

Mid '92 - "Oh! Sorry, we have the A600 now, your 500+ is out of

date and you've just wasted £400."

End '92 - "Oh! Sorry, the A600 is outdated, you need an A1200!"

I think ST users are much happier with a machine from the company whose last product has spent eight years as one of the top two with just one change than buying a machine that is almost assuredly going to be outdated within six months.

This is why we have stated that the Falcon is revolutionary, because we have developers writing to both ST and Falcon formats as the two can sell side by side. The alternative is trying to guess what is going to be the next evolution of the Amiga.

Why is it OK for the 'new' Amigas to be in the same style casing, yet it is wrong for the Falcon to be in an ST style case?

So Falcon has better specs, more and varied software in development, better compatibility and a more assured future. I suppose you could always fall back on the fact that there are more Amiga magazines around!

**Darryl Still, Marketing Manager,
Atari Corp (UK) Ltd.**

I hate receiving letters like this as I have to admit that I was wrong.

The best advice I could get at the time was that the Atari ST and the Falcon were incompatible. I'm sorry if I gave the wrong impression. I beg to differ on the rest of the contents of your letter however. There may be 20 titles on sale in Europe, but I'll bet precious few of them are games.

And as for there being 200 titles in development, well, you know as well as I do that means very little until the products are actually released.

Eight years is a very long time to produce a machine with few changes, a machine which has steadily been losing market share for most of the last half of its life.

And as for having a dig at Commodore, well I'm not claiming their marketing is perfect (it certainly isn't), but their record of announcing new products, then failing to deliver, then changing their minds, then delivering two years late anyway is minuscule

compared to Atari's!

It's OK for the Amiga to be in an Amiga style case because it's called the Amiga A1200. The Falcon is called the Falcon. I don't notice any ST prefix in front of it.

Besides, I heard the ST casing was a compromise until you got the new designs sorted for later this year. Hardly a victory for clear-sighted marketing, eh?

I don't really want to get into a Falcon vs. Amiga battle, but I'll be happy to hear from people who have knowledge of both machines.

Peace

I do not usually write to magazines but I feel I must protest strongly at the 'Squeak In The Bubble' competition winner in Issue 43.

The picture was either from a movie or an actual photo of the war. Whatever the case, I feel it was in extremely bad taste to use such an image for a competition.

Also, to select an entry which

STAR LETTER

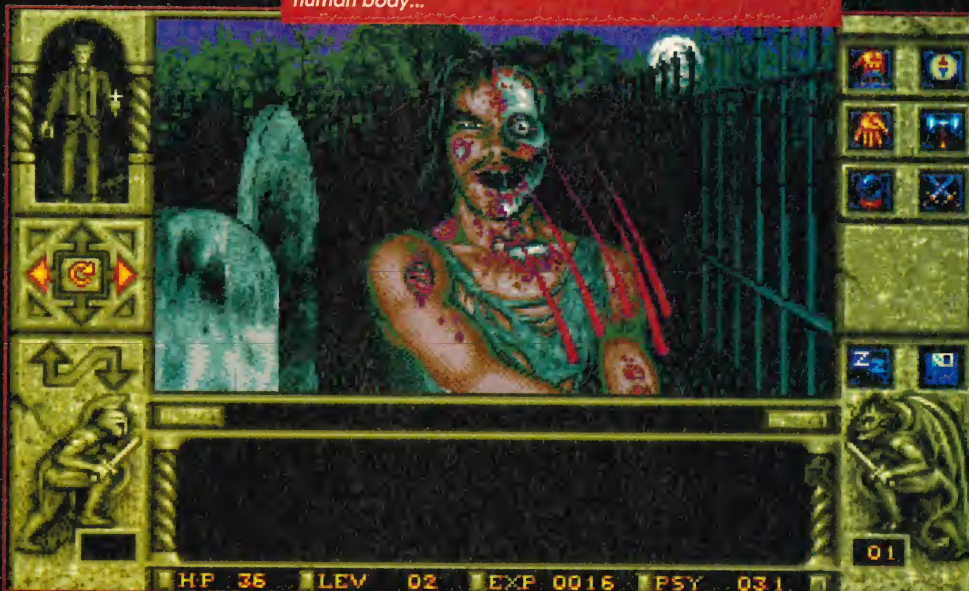
He's back!

I'm writing to express my concern at the opinions voiced by a Mr Stuart N. Hardy in your last issue. I take violence in computer games extremely seriously, mainly because it keeps people off the streets which is something that distresses me greatly. I used to like nothing better than wandering through the evening mists and maybe bumping into someone interesting. But how often does that happen nowadays? The art of conversation is dead, like so many other things I used to enjoy.

Yours,
Jack T. Ripper, Olde London Town.

Obviously, if you feel so strongly about it, I suggest you take it up with Mr Hardy himself. We'll be publishing his address in four foot high letters in a special souvenir 16-page pull out section with supplementary map and hire car promotion in the next issue. Anyway, what's a person of your age doing playing computer games? Get a life, man! No, not someone else's...

Anatomy lessons could benefit from the introduction of an Amiga and someone who knows their way around the human body...



► treats the killing of someone so lightly was highly irresponsible.

Many millions of people were killed or wounded in the conflict, including an estimated 15 million Vietnamese. I realise that many of your readers were not even born when the Vietnam war ended, but I cannot see the need to use the topic for a 'humorous' competition. Maybe next time you could use some images depicting the Falklands war or the Gulf war, or how about a couple of IRA terrorists?

I do feel that those in positions of influence (such as yourselves) should exercise restraint when considering using images of war in a lighthearted way.

Mathew Clark, Wirral.

Thanks for the letter, Mathew. I'm sorry if the caption caused offence – it is not our intention to offend anyone in the mag. However, the fact that it might have been in bad taste is not, I feel, a sufficiently good reason for not running it. I actually thought the caption was mildly ironic, the humour coming from the barbarism of the supposedly cultured American. 'Allo 'Allo was accused of being in

bad taste, and it is not remotely ironic – being purely slapstick.

However, I'm not going to get into a discussion about the nature of comedy. I apologise if you were offended, and I can assure you that none of us on the AA team treat killing someone as a light topic. However, war is something which can occasionally be laughed about – it is often too painful a subject to deal with in any other way.

Marvellous fun

The game Elevation, featured on Issue 41, bears a remarkable resemblance to Red Dwarf V on the 9th of April 1993. Could C. Wilson, the programmer, have recorded 'marvellous' and 'game over boys' from Red Dwarf V?

Sam Sayer, Leamington Spa.

No idea. Why don't you write and ask him?

Take that

I was **very** disgusted with the attitude towards *Take That* in the crossword this month (May issue). I am a huge fan and cannot understand why you do not appreciate their talent. I hope you will not insult them again.

Melanie Cutler (Age 11), Bristol.

P.S. My nine year old brother loves your magazine. Goodness knows why.

Sorry Melanie. We now realise that *Take That* are misunderstood rock geniuses only fit to sit at the same table as Hendrix, Bowie, Dylan, Prince and Jesus. It certainly won't happen again.

No wonder

Please HELP! My Amiga is in danger of being thrown out of the window by a very frustrated fiancée. She will not allow me to use the computer unless I purchase a copy of *Wonderboy*. Is it available on the A500, and where can I get it from?

A. Widdowson, Leicester.

Wonderboy certainly is available on the Amiga, so tell your fiancée to PUT THAT AMIGA DOWN NOW! I don't know... Anyway, contact Activision in Paris on 010-331-47339664 for a copy.

Mind blowing

Dear Guys and Nick, I have been an Amiga owner for a number of years now but when they first appeared in the shops there was a 'thing' that really bugged me.

I actually worked in a computer shop and of course, me and the guys used to rave about the Amiga and how a group of hippies designed it in a tent or something.

Well, some knowledgeable boffin said that if you pressed certain keys in a certain way on the keyboard, the computer went into an amazing graphic sequence that blew your mind!

So do you have a clue what I am on about, or are you just a group of lightweight penpushers?

Bob, Cambridge.

Firstly, thanks so much for including me as a member of the 'guys' who work in this team. I'm touched. Since you're obviously laying down a challenge here and I could never lower myself to accept such a juvenile state of affairs, I'm going to ask our readers if anyone has heard of such a thing.

Write in and let me know – any correct answers will be used to wipe the smirk off the face of Bob from Cambridge and generally make me feel much better.

Moan moan

What is the point of putting nice labels on your coverdisks only to have them all ripped apart when you try to remove to tape from the damn things? Also, in Issue 44 you say that the CDTV has been a disaster. I strongly disagree. I own a CDTV and when I turn off the CD-ROM chips with a switch I fitted, it runs ALL Amiga software.

I've been with you from Issue 1 but your mag has gone downhill since Issue 35.

John Williams, Stockport.

Sorry you feel that way, John. However, yours is the first letter of complaint we've had about the way the mag is, for four months, so I think you are in a distinct minority on this one.

As far as the CDTV thing is concerned, well no matter how wonderful you think it is, the fact is that hardly anyone bought it. That I think allows it to be fairly accurately defined as a disaster.

And if you had to go to the bother of fitting a switch to make it work like a standard Amiga, surely that says something about the rather poor way it was designed?

Ahoy there!

I am trying to get the money for an A1200, but we can only get around £350. Is there any way we can get one cheaper as we don't know what to do!

Also, I should like to learn more about the pirating racket so I can

avoid it and watch out for these scurvy scoundrels. I do not wish to be dragged into a bad buy from one of them.

George Morgan, Bristol.

I wouldn't worry too much about it. If someone offers you a copy of a game for a couple of quid, then don't buy it. However, surely asking me to tell you more about pirating so you can avoid it sounds like someone wanting to know the combination to the vault at the Bank of England so they won't be tempted to open it!

Besides, if you're so strapped for cash that you can't afford an A1200, how the devil are you going to be able to buy any full-price games for it? I can't help being suspicious about your motives for wanting to know about pirates, George!

Hue-y

I own a Spectrum +3 and would like you to stop slugging the Spectrum off, OK? My brother has an Amiga and I would much rather play *Streetfighter II* on my Speccy than *Body Blows* on his Amiga.

James Ogley, Liverpool.

Never claimed any such thing, James. I used to own a Speccy myself and still reckon it to be one of the best machines released ever. Mind you, even I wouldn't go as far as to say that *Streetfighter II* on the Speccy was better than *Body Blows* on the Amiga.

Every machine has its hey-day. Sorry, but it's a fact.

Send your letters to:

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Boggit's

he's a popular guy, the Boggit, judging by the number of Italians in dark glasses and long coats who keep phoning us wanting to book a meeting with him...

Domain

The Great Wood is bounded to the east by the Blue Dragon Mountains, something which no-one has ever managed to cross, and on all other sides by rank after rank of never-ending trees. At least it seems that way, for no one has ever reached the edges of the forest.

Many years back an enterprising goblin made his fortune by selling maps of the Great Wood – a square piece of green paper with a black dot in the middle, next to the words, 'You are Here'. However the maps soon were discarded, for the forest folk tend not to travel far, as one tree is pretty well like the another. It's only those wizards and Boggits who possess enough magic to make that warp in the ether which lets them slip out of this world, that make trips to far off places.

Of course we do get the occasional visitors to make life interesting. Once in a while you will stumble upon a sorry looking idiot in some sunny glade, who's covered in snow (outbreaks of magic tend to be accompanied by snow here) and looking around with wild staring eyes. I believe their appearance has something to do with the Universal Law of Cerebral Equilibrium which tends to level out the brain power on both sides of the veil by spontaneously transferring a few vacuums across from the world of men to even things out. You can always tell when there is an Atari user show scheduled at Earls Court, for there is usually a run on de-icing fluid and skis at the Goblin Garage.

Ambermoon

Amberstar from Thalion Software has won quite a few hearts despite some mixed reviews from the magazine pundits. I have yet to play the game, so I'll reserve my opinion until next month. If you are a fan of this game then you'll be interested to know that the

game's successor – *Ambermoon* – is scheduled for release in September. I have received two demo disks of the new game, and the graphics and user controls look like a big leap forward from the original.

The game has a built in automapper which means that I won't have to use up my limited supply of toilet paper, which is a relief (there is deep sincerity in that comment) and if I understand the blurb which accompanied the disks correctly, the textured 3D dungeons scroll past you as you move, just like in *Legends of Valour*. In addition to the usual medieval settings, the game transports you to weird, science fiction worlds which no doubt are filled with tentacled, bug-eyed inhabitants with attitudes. They've spent many 'manyyears' developing this game, so I suspect it will have lots to see in it.

The Colour of Magic

Do you know what the colour of magic is? Well let me illuminate you – the colour of magic is Octarine. This is a rich bluish hue which sparkles and fizzles in the dark and when it disappears, it leaves a sharp metallic taste in the wind which is reminiscent of damp November nights and fireworks.

This phenomenon is well known to all dabblers in the arcane arts, and if you should take a stroll through the Great Wood at dusk you'll be able to see traces of Octarine sparkling in the shadows amongst the trees. Of course there are some amongst you who know that 'The Colour of Magic' is also a hilarious book, but to my shame I must admit that I was ignorant of this fact until last month when I discovered what I had been missing.

Mix the humour of *Red Dwarf* with the world of the Hobbit, and you'll come up with a series of books by Terry Pratchett. The books are filled with the crazy antics of mad wizards, invisible dragons, and a particularly bad-tempered piece of luggage which made me laugh more than the day my granny caught her thumb in the mangle. I can't recommend these scrolls too highly.

The author has rounded up every sacred cow from Tolkien's world and smacked it on the bum with a banjo. And don't think that I'm talking about just another silly spoof, this is quality stuff, written with a style that makes other writers contemplate suicide. I read the first book last week, and the second in the series – *The Light Fantastic* – this week. I now know what St. Paul must have experienced on the road to Damascus. I've seen the light – and the colour is Octarine.

The Price of Magik

Very well, you now know what the colour of magic is, but do you know 'The Price of Magik'?

Each spring I update all of the names and telephone numbers in my leather bound book with a Filio-Faxus spell



▼ Ambermoon will be with us in the Autumn and it will contain a detailed mapping spell which will avoid the need for all that paper!

plus a wave of my old ash wand. You can imagine my surprise when the smoke cleared this year and revealed a new entry which stated, 'Level 9', plus a phone number. At first I thought I had conjured up an old entry, as I recalled Level 9 was a software company ran by three brothers who wrote adventure games many years ago. One day they all disappeared down one of a number of black, twisty passages and were never heard of again. Despite an hour's bug-checking, I still could not make the entry disappear, so I decided that there was only one thing to do.

After an hour's trek through the forest I arrived at the village, stuck a zorkmid into the slot of the 'telling-bone' outside the GPO (Goblin Post Office Office), and dialled the number. You could have knocked me down with the assbone of a Troll when one of the Austin brothers answered the call. This was none other than one of the terrible trio who was responsible for writing such games as: *The Price of Magik*, *Ingrid the Gnome Ranger*, *Snowball*, *Lords of Time*, and many more.

I soon discovered that Level 9 was yet another victim of the great Robert Maxwell Mystery. It transpires that when 'Moby' Maxwell took a dive, he took Level 9's fortunes with him. Although Level 9 are no longer writing adventure games for home computers they are certainly not down and out. The team recently finished writing the software which controls an entertainment complex on Blackpool's Pleasure Beach. Players enter a large indoor adventure pavilion which is similar to TV's Crystal Maze and here they must complete logic puzzles plus some video game sections. Having finished that project, the brothers are now repeating the idea for another company in Plymouth.

Incidentally, you won't be surprised to know that according to the Level 9 adventure, *The Price of Magik* is - madness!

if you go down to the woods today, it won't be lions, tigers and bears that will be your problem; but a three foot high bundle of sound and fury that makes Arthur Scargill look like Mother Teresa.

Knightmare

I recently purchased *Knightmare* from Mindscape, which is the most intriguing game since *Captive*. Since completing three quests I have stumbled to a halt within the *Quest for a Crown*. Treguard informs me that it is 'Target Practice' but no matter what I throw (darts, arrows, starts or tennis balls) the cheeky bird/squirrel still grins back at me. I find myself with no ammo, six dead snakes, and no sign of any other mechanism or secret walls. I am totally befuddled.

I. Quin, No address

Well I'm not sure what cheeky animal you are talking about. I certainly don't recall anything in this game for which the word 'cheeky' would be suitable. What you should do in this room is climb into the train and throw an object over the bushes at the far end of

the track. If you do this correctly the wall at the end of the track will disappear. You can now jump off the train and 'run' over the water. Take off all your clothes before you try this last trick as it:
A) Will make your load lighter and you'll be able to run faster,
B) Will make the monsters laugh and give you a bit of a head start.

And now a word of advice for Andrew Powell of Chelmsford. You must map your way through that room of portals until you come out the other side. There is a monster there waiting to give you a key. Truth be told, he is also waiting to give you a good punch in the teeth as well, but I'm sure you'll be able to deal with that.



▲ Mindscape's *Knightmare* Castle where all the little troubles of the day melt away...

Maddog Williams

I hope you have not been drinking too much elderberry wine as I require your assistance. I am a great adventurer and I am currently trying to save King Thaylor, Ruler of the Lands of Duridian. So far I have rescued the very beautiful Princess Leoria and I have entered the Elvin Forest where I have found myself - lost!

I am carrying: sword, coins, axe, potion, rope, amulet. Do I need the poisonous mushrooms? Where do I go now? Do you think Princess Leoria is attracted to me?

I look forward to reading your reply. Well, my life does depend on it you know.

M. Williams, another No address

How do you know the mushrooms are poisonous? Believe me it takes someone who is steeped in forest lore to know if a mushroom is good for eating. One way you can tell is to look very closely at the stalk; if it has little windows and a door it should definitely be avoided. (Sorry Terry!)

Yes, alright you should pick the mushrooms, but the screen will go dark for a time and then things will recover. From there you should move N.N.N.E. At this point you will find a little wooden door in a rock. The writing over the door is a riddle which tells you to speak quietly friend and enter. Simply type the instructions (i.e. Whisper Friend) and the door will open. Show the amulet to the owner of the house and you'll be 'gnome and dry'.

Regarding Princess Leoria's feelings towards you, I'm glad you came to me about this matter for I receive lots of mail from sad and lonely misfits such as yourself who want my advice concerning affairs of the heart.

Would you say that she tends to ignore you, and rarely if ever shows any signs of affection towards you? Does she sometimes say things like, 'Push off you little creep' then stare at you as if you had just crawled out from under a stone? In that case mate, she's definitely got the hots for your body. Throw sand in her hair and twang her bra straps to show her that you're a real man, and she'll be putty in your hands.

Beyond Zork

I am incredibly stuck in Infocom's Beyond Zork. How do I catch the butterfly, and how do I immobilise the scarecrow in the field of good corn?

J. Loveday, Hornchurch

Let's start by saying that this game is just about as hard as they get. The secret to both of your problems resides in the magical Hurdy Gurdy box. There is a dial on the box which can be set to create different magical effects, and then the handle can be turned to the right or the left, which again affects what the end result will be. When you encounter the scarecrow, turn the dial to EYE then turn

the crank to the right. Note the colour of the scarecrow. Now find the source of the noise nearby which will lead you into a farmhouse. A few moves later, (providing you do them correctly) you'll be back in the field. You will be able to put the butterfly in the gurdy, turn the dial to CLOCK, then turn the crank to the left.

I wish you luck, because this game is designed to drive humans mad.

Monkey Island

I have been playing the Secret of Monkey Island for ages and finally gotten to part II of the game. I have a ship, but my crew refuses to work. From a diary that I found, I guess that I must make soup to put the crew to sleep. I have found the cereal and I guess the recipe is hidden in the cabinet in the Captain's cabin. Please can you tell me how to open it?

Shaun Clark, Gwent



▲ The island of Melee – a jewel set amidst an azure sea. Visitors are encouraged to sample the exotic...

Ultima VI

Please could you tell me where I can find the other half of the silver tablet in Ultima VI? I have searched all over the Buccaneer's Den and I can't find it. Could you also tell me where I can learn the "Unlock Magic" spell?

Martin Hawkes, Balham

Your problem reminds me of the mad Atari user who I found standing in the middle of the Great Wood. He was wearing a huge, black hat adorned with a skull and crossbones which almost covered his entire head. I took pity on him and asked who he thought he was.

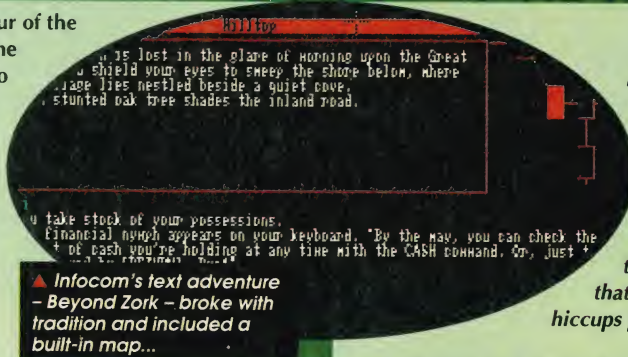
He lifted the peak of his hat a just a little and fixed me with one of his glittering eyes, (the other one was busy doing something else at the time) and said in a voice that brooked no argument that he was a Pirate Chief. Attempting to humour him I kindly asked, 'Where's your buccaneers?'

He replied, 'Under my bucking hat!'

The Unlock Magic spell is learned in the Deep Forest at Skara Brae. There is one tablet piece on Mariah's desk and the other is in the Treasure Room in the Buccaneer's Den. Before you head for the Buccaneer's Den, buy a keg of gunpowder and a shovel. Homer can tell you how to get through the pirate cave to the Treasure Room where you can blow the door open.

Murder Most Foul

You murderer! Yes, you, Boggit. I refer to Issue 43 when you gave advice on how to identify the head of a worm by laying it in a plate of fine, white flour and waiting for the worm to fart!



▲ Infocom's text adventure – Beyond Zork – broke with tradition and included a built-in map...

Andy Hickman, Birmingham (pet-less)

Oh well, so much for the idea of a Pet's Question Corner.

Wizardry – Bane of The Cosmic Forge

First may I thank you for ruining my revision plans for my 'final' exams! Your praise for Bane of the Cosmic Forge proved too much of a temptation for me, a mere country gnome.

After a few sticky moments I have become totally bogged down in the Wizard's Lair. I have met Mystaphapha, the wizard's apprentice, mind-read it and given it some food. It then told me that there was more to the Wizard's Lair than met the eye. Thanks very much, but how do I get into it? I've tried searching, used the crystal wand, wizard's key etc... and I still can't find any entrance or clues. Please help me, since if I turn up blank, I'm doomed to some serious swotting.

Andrew Dowit, Blandford

Don't worry about exams. I worked out long ago that it is a serious mistake to pass exams. Never learn anything, then you can always get someone else to do it for you.

You will need the Wizard's Ring to get into his lair and Xorphitus in the mines leaves it for you. Once you get into the lair search the candles and you'll find one that opens up a secret passage. I assume that you know that Smitty is released by using a miner's chisel on all sides of the diamond. You also need to collect some rubber strands to help repair a catapult.

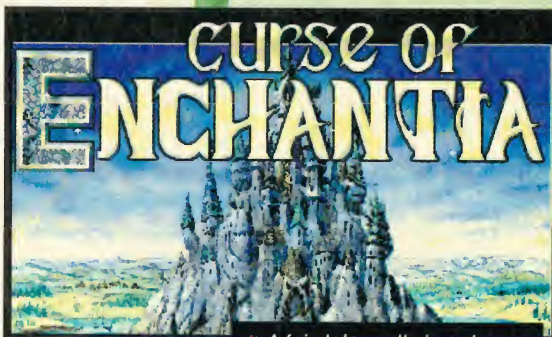
'Cursing' at Enchantia!

I am stuck in the Curse of Enchantia. I am at the corner of the path where the Slug's Band is playing. I have already destroyed the robot at the old ship and placed a tape in the karaoke machine.

What should I do next to get out of the God-forsaken place? My inventory contains:- paper clip, magnet on a string, bottle of sun cream, silver plate and a handful of straw.

P.S. Your magazine is most excellent.

M. Smith, Malton



▲ A fairytale castle in a strange land is the setting for Enchantia. Witches, zombies and vampires are some of the dangers inside.

Now don't start on with that 'most excellent' nonsense, for I know that's supposed to be 'hip' amongst you teeny tots. The trouble with youth is that it is wasted on the young. When you get to my age the only fun you get is looking at the pictures of old women that you almost married. That cheers me up a lot!

After you fight the robot with the coin-filled sock, enter the boat and find the planks. Pick up plank and walk just to the left of centre. Push/pull plank and it should fall from left to right. (This can take some trial and error). Get the other plank and now walk

Boggit's Domain

across the first. Push/pull second plank to drop it. Pick up paper. Keep lifting and dropping the planks until you reach the next screen where you'll find some remote controls. These controls operate the tape machine.

Leisure Suit Larry II

On Leisure Suit Larry II I have reached the plane, but I keep getting killed by the annoying man sitting next to me. If it is not beyond your powers, could you help me?

Stewart Coote, No address (again)

Before you board the plane, search the waiting area and you'll find a religious pamphlet. Give this to the bore in the next seat and he'll find it so interesting that he'll leave you alone.

▼ Thrown out of his dream home by his dream lover, Larry is back on the streets looking for love...



Eye of the Beholder II

Dearest Boggit, you are my last resort. I am an impoverished air-hostess, but before you start making jokes about me being, 'all looks and no grey matter' let me say that I have completed, (well nearly!) Might & Magic III. I took your magazine's advice and bought EOB II which unlike M&M II doesn't automap.

I have tried almost everywhere to get a hint book, but I don't fly long haul, so I can't get to California to buy one. When I asked at Virgin, (there must be a joke in there somewhere) they told me that it is out of print here. Short of selling the game, can you suggest any way of obtaining the maps?

Sue Innes, Britannia Airways

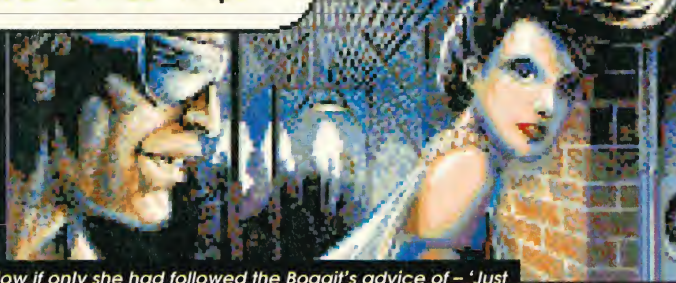
So, you are a 'waitress in the sky' are you. Well let me tell you that I wouldn't wear one of those silly hats if they paid me. Perhaps you can clear up a mystery for me. What's the point of carefully weighing my luggage, if you are then going to let hundreds of huge, overweight humans pour onto the plane each carrying twice as much heavy 'hand' luggage as they should, plus two baby buggies and a carrier bag full of duty free whisky? The only reason that one particular Boeing got back from Tenerife last week was because I willed it into the air. You will be able to recognise the seat I was sitting in from the fingermarks in the armrests!

Finding your way around *EOB II* isn't easy especially when there are loads of 'spinners' which turn you around without you realising it. Strategic Plus Software in Middlesex 081-977-8088 should be able to provide the book you want (price £8.99).

Rise of the Dragon

During a recent trip to London I managed to get my hands on Sierra's excellent game Rise of the Dragon for only a tenner.

Have a nice trip!



▲ Now if only she had followed the Boggit's advice of - 'Just say No' this little, spoilt madam wouldn't have ended up as dead meat in Sierra's Rise of the Dragon. Women! You can't live with them; you can't live without them. Or something.

However I have now stumbled across an insurmountable problem. I can find no way into Deng Hwang's factory. The security guard can't be bribed and his control booth is indestructible. My girlfriend has just been kidnapped and I can think of no other way to progress.

In return for your assistance here's a tip for the latest Indiana Jones adventure. Whenever you get into a fight, switch to keyboard control and press 'Enter'. This way you will win every scrap you are stupid enough to start.

Jim Russell, Dunstable

In this game there is more than one way of skinning a cat. (Er, on second thoughts, let's keep cats out of this conversation.) You should receive a phone call from Jake asking you to meet him at 8pm on August 4th. (Make sure you take a rifle with you.) Get through the arcade section and Jake will give you Snake's ID Card. This card will get you past the guard. It is also possible to get onto the roof of the factory by flying in using a hovercar and then using the elevator to get down.

Polish jokes

Atari user in bakery: I'd like a cake, and could you cut it into slices please.

Baker: How many pieces would you like me to cut into - six or 12?

Atari user: Better make it six. I won't be able to eat 12.

T. Smektala, Poland

Kings Quest III

I have completed Kings Quest 1 and 2, but I am stuck on the final one. My main problem is trying to get the key from the closet in the wizard's bedroom. Whatever I type, the game says, 'You can't get that'.

Also when does the ship dock in the harbour? I have been there many times but cannot see the ship. Is there anything I should be doing in the tavern apart from getting drunk?

M. Carney (not French), Preston

Have you tried karaoke? I think it's a marvellous invention. That's what you should be doing in the tavern.

I went to the tavern in the Goblin village last week and sung two songs on the karaoke. Would you believe it, everybody gave me money to go to the next pub. I sang two songs there, and they gave me more money to go to another pub. If this writing lark ever caves in, I'm thinking of taking up karaoke singing professionally.

Don't be discouraged by this problem because it is a well known hiccup in an otherwise great game. The key is on top of the wardrobe and to get it you must type, 'Look on closet', 'Get key'.

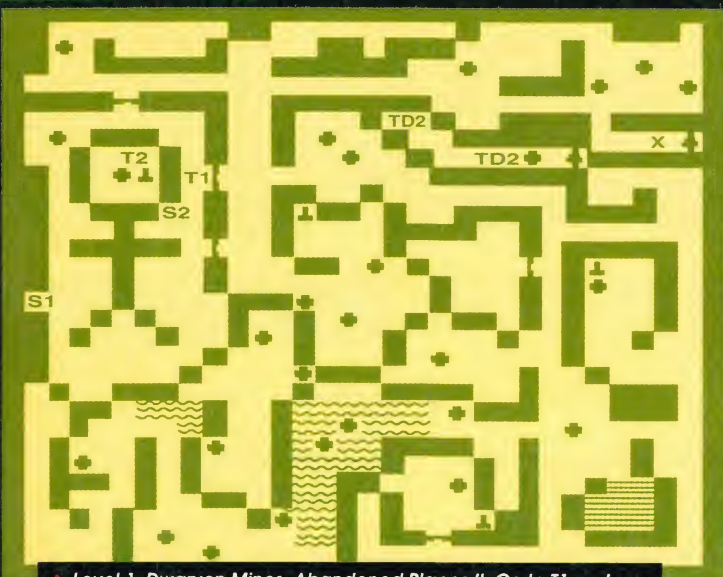
The boat won't appear in the harbour until after you have dealt with the wizard. You will need to cast a spell on him which will involve him eating something. I'll warn you now that the wizard is a smart cookie (that's a free clue) and you'll need to put the magic item inside some other food to disguise it.

Police Quest II

In these days of poverty and reduced circumstances it helps a little to know that there is a Boggit somewhere who is in total misery because he is having to sort out some poor, pathetic weasel's problems. My problem is with a dated

▼ Forced to work as a slave under the rule of an evil despot, a poor, lad faces endless perils.





▲ Level 1, Dwarven Mines, Abandoned Places II: Go to T1 and use a levitate spell. Travel anti-clockwise around the room and press switch S1 which removes object at SA1. Use switch S2 which removes wall and allows you into the chest room. Go to T2 which will teleport you to TD2. The stairs take you to the next level.

piece of software called Police Quest II. I'm led to believe by someone else who is also stuck that I've nearly completed the game. I'm in a smelly sewer, and the smell is rendering my P.C. Plonker sick. I have tried shoving various objects up my nasal passage, but apart from turning my nose into Barry Manilow's it has no effect. What do I do now?

Dabber, No address (What's going on?! – Ed.)

What you are looking for is a locker which contains a gasmask. There is no way through the sewer that doesn't give you a whiff of gas, but at least one path will let you move quickly through a cloud without killing you.

Exit right using bottom catwalk. Exit right using bottom catwalk again. Go down using left catwalk, ignoring the gas. Exit down using left catwalk. Cross grating to exit left using bottom catwalk. Cross grating in middle and here is the cupboard. Pop on the gasmask and now you can search anywhere you like.

Do be careful where you put your hands though won't you!

Lords of Time

I'm having problems with the Lords of Time from Hollyware. Although I've got the maximum 60,000 experience points and the Druidian Cloak I still can't figure out how to defeat the dragon.

He's seriously doing my shell in and I'm going to go completely mad if I don't figure out how to do him in. Maybe you fancy yourself as a bit of a St. George and you could help me?

P.S. What other games are similar to Lords of Time?

Kezzer Hardy, Doncaster

My God, this is none other than a Level 9 text adventure. No I don't fancy myself as St. George, only idiots fight dragons. You would do better to make friends with him and you can start by giving him some food. East of the Cobbled Square you will find the Messenger of the King and if you give him some ale he'll reward you by giving you some food. This is just the stuff to give to the dragon.

If you like text adventures then I suggest you check out the classic games from Infocom. I believe they now sell a collection of these games in one bumper bundle which is a real bargain.

Future Wars

After placing a bucket of water above the door in the first room I have managed to get next door where there is a large map on the wall. I am stuck here.

Nina (Aged 15). (That's not an address – Ed.)

Assuming you have found the little flag in the toilet, you now need to very carefully examine the map until you find a little hole in it. You now stick the flag in the hole and a secret passage will be revealed.

Paradise Lost

And a word to Fariboze Irani from Pakistan who sent me a disk which he explained contained a Public Domain adventure called 'John Maddick' which should only be played by adults as it contained some dodgy digitised photographs of explicit sex!

It appears Fariboze has been stuck in the first location of the game for two years and he can't get to the juicy bits; so can I help at all?

It took me five minutes to solve his problem (WEAR PARACHUTE, WEST) and then I found myself talking to a young lady who promised to show me pictures of her sister if I gave her money. Feverishly I typed the command, 'GIVE MONEY' and the game responded:- 'Insert Disk 2'.

Yes, you've guessed it, Fariboze only sent me one disk! There are times when I hate you lot.

Lord of the Rings

I am in the Caves of Moria in Lord of the Rings – and I can't get out. The room is full of graves and I am told that I should go South and West, but I want to go back to the main chamber and find the gate. I can hear a voice under the rubble, but my shovel won't work.

P.S. Where do I go with Durin's Axe?

Bryan Wainhouse, Guildford

I'm afraid there's no going back once you've entered the mines. I suspect the voice you hear is the spirit of Hawkeye. (You should have returned the signet ring, shouldn't you?) You can enter the stairway to the Sixth Deep if you have the Star Key which comes from the Ghost King's Cave, or the Black Key from Gollum's Cave. Failing that you can try a counter Magic spell.

Getting Durin's Axe is a long and complex task. You must begin by killing the spirit of Moria Doom. Moria is found

▼ When Hobbits are in a good mood they invite all their friends to a feast. Not for Boggits though!



by cleansing the altar in the second deep. You will also need to get the word of power from Balin's Mines on the fourth level. A special token is needed near the barrier on the third deep. Finally uncover a slab to gain entrance to Durin's annexes.

That's your lot for this month – sometimes I think I'm just too good to you all! (Yeah, right – Ed.) If you need to write at all, well you can forget it. The address below is only a joke anyway.

If you really feel you must, you can write to me at:-

Boggit's Domain,
The Great Blackthorn Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.

Boggit's Domain

ACTION

This is our last Action Guide in this form folks – next month, we welcome the return of the new, improved Super Leagues! So enjoy it while it lasts and read on...

ARCADE ADVENTURE

1

BEAST III

Psygnosis £25.99

The superb final instalment in the *Beast* series. But don't shout 'you Beast' too loudly at the screen or the neighbours will wonder what you're up to...

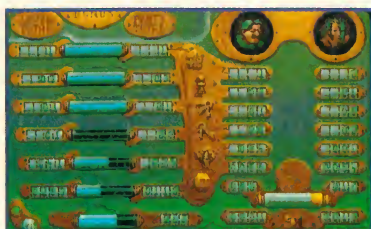


2

THE CHAOS ENGINE

Renegade £25.99

Well-written game, but slightly lacking in variety. The Bitmaps hit the comeback trail.



3

D/GENERATION

Mindscape £25.99

Initially the graphics may not

appeal, due to the fact that they're isometric. We assure you that after just a couple of games you'll be completely hooked.



4

STORM MASTER

Silmarils £29.99

Very weird, very different strategy game. Excellent.

5

LORDS OF TIME

Hollyware £25.99

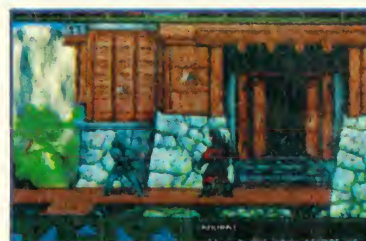
Quit your job – there's no way you'll want to go outside again!

6

SWORD OF HONOUR

Global £25.99

There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the



other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.

7

INDIANA JONES AND THE FATE OF ATLANTIS

US Gold £25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

8

UNIVERSAL MONSTERS

Ocean £25.99

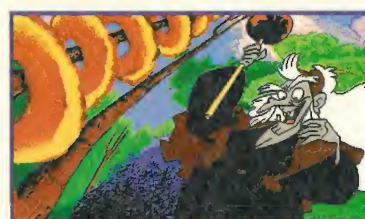
Really, not much has changed in this field gameplay-wise since *Knightlore* on the Spectrum. All the usual features and all the usual frustrations can be found in this. Not universally good.

9

DRAGON'S LAIR III

Readysoft £29.99

Graphically, so stunning it knocks your teeth out and buries them in the garden. But a little too difficult to get started.



10

THE RETURN OF MEDUSA

Starbyte £19.99

Futuristic *Dungeon Master* clone. We've seen it all before and to a much better standard than this really.

11

GUY SPY

Readysoft £29.99

Some ace graphics don't really save this overpriced spy scenario. A bit lacking in gameplay, which is a shame considering how long it probably took to program.

ADVENTURE

1

MONKEY ISLAND 2

US Gold £37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.

2

LURE OF THE TEMPTRESS

Virgin £29.99

Gorgeous graphics, great sound, and it also has great gameplay! If you haven't got the money, tough! It didn't quite defeat *Monkey Island 2*, though.

3

DARK SEED

Cyberdreams £35.95

Explore a haunted house and the creepier parts of H.R. Giger's mind in this excellent, if gross, adventure.

4

INDIANA JONES AND THE FATE OF ATLANTIS (GRAPHIC ADVENTURE)

US Gold £37.99

Indy gets his whip out one more time. Can you prevent him from being arrested for indecent exposure? Superb adventure game.



5

THE LEGEND OF KYRANDIA

Virgin £25.99

A great adventure but on nine disks? Aren't things getting a bit out of hand?

GUIDE

6

CURSE OF ENCHANTIA

Core Design £34.99

One of the Amiga's finest adventure games. Nice one.



7

FLAMES OF FREEDOM

MicroProse £34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.

8

THE LOST TREASURES OF INFOCOM

Activision £29.99

Fantastic collection of some of the best text-based adventures around. Worth buying for the *Hitchhiker's Guide* alone. Wonder what Boggit makes of this collection?

9

DUNE

Virgin £29.99

Interesting crossover of adventure and strategy. *Dune* fans will love this so if you don't know what *Dune* is about, now's your chance.



10

KGB

Virgin £30.99

Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.

11

WEEN - THE PROPHECY

Coktel Vision £25.99

Very weird, very different game. Nonetheless, an excellent release.

12

BAT II

Ubi Soft £34.99

If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

13

HOOK

Ocean £25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.



14

FASCINATION

Digital Integration £29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

SHOOT'EM-UP

1

ALIEN BREED '92

Team 17 £10.99

Budget version of the ace blaster, much improved. Now contains different and more expansive levels, hence wipes the floor with other alien annihilators. Hope you got our solution in April's issue of AA!



2

DESERT STRIKE

Electronic Arts £29.99

Good taste ends up in the ejector seat somewhere on the Iraqi desert floor in this. Good warlike flight/fight number.

3

WALKER

Psygnosis £29.99

Simple, addictive shoot'em-up where death is the aim and blood is the game. Not quite up to *Project-X* standards, but a worthy challenger. Bit pricey though.

4

WING COMMANDER

Mindscape £34.99

Forget about playing this on an A500. Invest in an A1200, and you won't regret buying this space-based 3D shooter.



5

EPIC

Ocean £29.99

It certainly is. Buy it.

6

FIREFORCE

ICE £25.99

If your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

7

AMNIOS

Psygnosis £24.99

Multi-directional shoot'em-up that offers you a good all-rounder.

8

LETHAL XCESS

Grandslam £25.99

Worthy sequel to *Wings of Death*, but doesn't quite have the firepower to propel it into the first division.

9

HOSTILE BREED

Palace £25.99

Attempts to be original in the horizontal scrolling shoot'em-up dept can be very successful, or utterly disastrous. This somehow manages to fall in between the two.



10

WRECKERS

Audiogenic £24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good attempt though.

11

ALIEN STORM

US Gold £25.99

It doesn't and never could have lived up to the ace action and excitement of the arcade original.

12

CYBERBLAST

Innerprise Software £25.99

Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

13

AQUAVENTURA

Psygnosis £25.99

A sea of disappointment awaits in this ocean-based title. Play this and get that sinking feeling.

14

THE OATH

Soundware \$25.99

Why is it called *The Oath*? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?



15

G-LOC

US Gold \$25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.

16

COOL WORLD

Ocean \$25.99

Based on the film which even the cartoon characters avoided mentioning in their CVs, this game is duller than being stuck in an igloo with a really dull person.

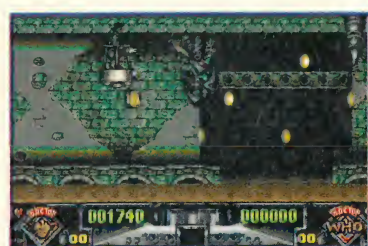


17

DALEK ATTACK

Alternative Software \$16.99

Take on the role of the Doctor and save the world from the Dalek menace. Alternatively, buy a few planks of wood and build a staircase or two. It has the same effect. By the way, anyone seen the old Dr. Who re-runs? Sad, eh?



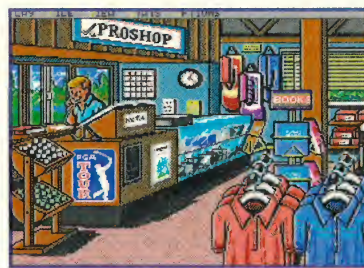
SPORTS SIMULATION

1

PGA TOUR GOLF

Electronic Arts \$25.99

One of the best golf sims available, but if you don't like golf, forget it.



2

SENSIBLE SOCCER

Renegade \$25.99

Fast-paced soccer game. If you hate the *Kick Off* series but enjoy football, this game is for you.

3

ARCHER MACLEAN'S POOL

Virgin \$25.99

Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

4

PREMIER MANAGER

Gremlin \$25.99

This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

5

LINKS

Access \$29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?

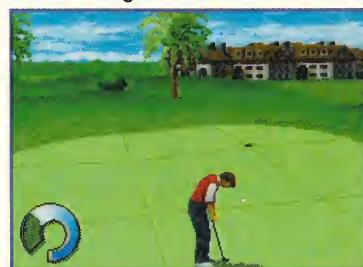
6

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam \$34.99

Played this a bit more recently and we're afraid it misses more than hits

now. Sloppy programming and too hard for beginners, it's a shame.



7

REBEL RACER

Starbyte \$25.99

Tron light cycles rip-off on an original 3D tip. (What does that mean? Ed.) We like it – not a lot of other people will.

8

INTERNATIONAL SPORTS CHALLENGE

Empire \$29.99

Average sports game for average sports gamers. Lots of unusual features to keep you busy.

9

TV SPORTS BASEBALL

Mindscape \$29.99

Okay ball slugger.

10

CARL LEWIS CHALLENGE

Psygnosis \$25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!



11

MEGA SPORTS

US Gold \$25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again. What a prospect...

12

LIVERPOOL

Grandslam \$25.99

Good football sim, with all the usual features.

13

WINTER SUPER SPORTS

Flair \$25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

14

TENNIS CUP

Loricel \$25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

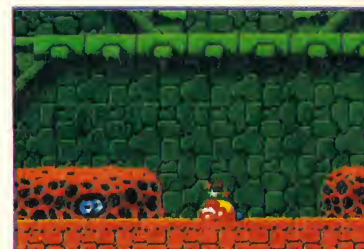


15

THE AQUATIC GAMES

Millennium \$25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaise fillet'? – Hilarious Ed.)



16

STRIKER

Rage \$25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout for the money, but a long way to go to topple *Kick Off 2* from the Best Ever award.

17

CHAMPIONSHIP MANAGER*Domark* £29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

18

GRAHAM TAYLOR'S SOCCER CHALLENGE*Krisalis* £25.99

The Challenge is to guess how GT got the England Manager's job.

19

EURO SOCCER*Flair* £25.99

Basic footy sim.



20

LEEDS UNITED*CDS* £29.99

Forget about the League. This game doesn't even get into the stadium.

21

CALIFORNIA GAMES II*US Gold* £25.99

I wish we could all be Californian. Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.



22

ESPANIA '92*Ocean* £29.99

If you couldn't afford £2000 to visit

the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea but a naff game.

23

GRAHAM GOOCH WORLD CLASS CRICKET*Audiogenic* £29.99

Not enough contained in this game to make us change our opinions of cricket. Particularly since the only thing likely to change our opinions is a suitcase stuffed full of used fivers. Better avoided.



24

ROBIN SMITH'S INTERNATIONAL CRICKET*Challenge* £25.99

Only so-so, even if you like cricket. As we don't, you can imagine how much we liked this.

25

EUROPEAN CHAMPIONS*Idea* £25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

26

FACE OFF ICE HOCKEY*Krisalis* £25.99

Oiling your body for combat should be more fun than this. We think. Somehow, this manages to make Ice Hockey look more like Curling.



27

WILD WHEELS*Ocean* £24.99

Wild wheeze more like. Mix car

driving and soccer in the same game, and see the result putrify before your very eyes.

FLIGHT SIMULATION

1

REACH FOR THE SKIES*Virgin* £29.99

The best flight sim currently available on the Amiga.



2

GUNSHIP 2000*MicroProse* £34.99

Ace helicopter sim which blows holes in all the opposition.

3

COMBAT AIR PATROL*Psygnosis* £29.99

Sick people who got off on The Gulf War - The Magazine will be itching to get their hands on this Saddam simulation. Although taste-wise it's a bit dubious, technically, it's not bad.



4

SHUTTLE*Virgin* £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

5

A10 TANK KILLER V1.5*Dynamix* £34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

6

B17 FLYING FORTRESS*Flight Sim* £34.99

Opinions vary about this on the AA team. Some hate it because it's tricky to get going and the crew selection is dull, others love it because it gets easier the longer you play it and the crew selection is involved. What else can we say?



7

AIR SUPPORT*Psygnosis* £25.99

We've been playing this again recently and unfortunately it looks like we were just a tad over-enthusiastic. It's not bad but nothing to really rave about.

8

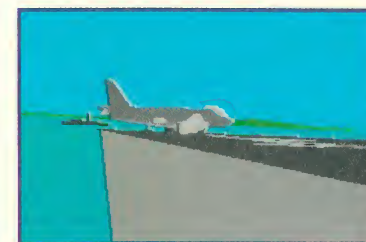
FIGHTER DUEL PRO*Jaeger Software* \$59.95

Import-only flight sim. Not bad but nothing special. Only rush to buy it if your rich uncle made it a condition in his Will.

9

AV-8B HARRIER ASSAULT*Domark* £34.99

If this game was a real-life aircraft, they'd have made disaster movies about it. Well, luckily they didn't as this does badly enough on its own. Not very good.



RACING

1

FORMULA 1 GRAND PRIX

MicroProse £34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.



2

NO SECOND PRIZE

Thalion £25.99

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3

LOTUS III - THE ULTIMATE CHALLENGE

Gremlin £25.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



4

CRAZY CARS 3

Titus £25.99

An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

5

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin £29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium.

6

ROAD RASH

Electronic Arts £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.



7

RED ZONE

Psygnosis £25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you.

BEAT'EM-UP

1

BODY BLOWS

Team 17 £25.99

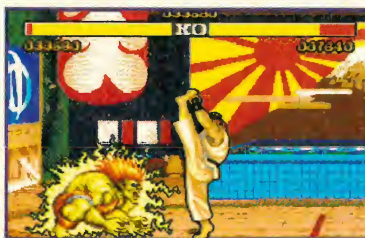
After the disappointment of the Amiga version of *Streetsfighter II*, Team 17 knock out the competition with a low blow. Excellent.

2

STREETFIGHTER II

US Gold £25.99

Slick game which kicks the heads in of most other beat'em-ups around. The Amiga version fails to live up to the hype though, which is a pity when you see what Team 17 were able to come up with.



3

WWF EUROPEAN RAMPAGE TOUR

Ocean £25.99

Resembles wrestling about as much as a car crash resembles a neat idea in recycling. Not wildly good.

STRATEGY

1

CIVILISATION

MicroProse £34.99

Quite a superb addition to the god business, from the game gods themselves.

2

CAESAR

Impressions £29.99

Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire.

3

UTOPIA

Gremlin £29.99

Detailed and engrossing space-operatic affair which brings together the best of *Sim City* and *Populous*. A bit tough for some, but worthy of more cerebral gamers.



4

CAMPAIGN

Empire £34.99

Huge strat number livened by the odd arcade sequence. Engrossing and worth a squint.

5

PERFECT GENERAL

Ubi Soft £30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for the data disks!

6

A-TRAIN

Strategy £34.99

Build your own rail network, nationalise it then sell it off to the highest bidder. You too can cause a political disaster in this excellent release.

7

SIM EARTH

Ocean £39.99

The manual for this took half a rainforest to make, so bear that in mind when you have to juggle the world's resources in this sequel to *Sim Ant*.



8

RAGNAROK

Mirage £25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual. Give it a go.

9

SABRE TEAM

Krisalis £25.99

Be a SAS man and bring messages of peace and harmony the world. Or something. Interesting strategy game with plenty of killing involved.

10

SIM CITY

Infogrames £29.99

More cities, same gameplay. And they charged £30 for it. Well, our wallets are real, not simulated, and they weren't happy.

11

ROME AD92

Millennium £29.99

Rome if you want to... Okay, a bad joke, but the game's good and fun. Check it out.

12

HISTORYLINE

Strategy £34.99

Get bogged down in the First World War in this interesting and educational game. Can you help Lord Kitchener move his drinks cabinet two inches closer to Berlin?

13

VENGEANCE OF EXCALIBUR*Virgin* £29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

14

FLOOR 13*Virgin* £24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to Number 10.

15

AIR BUCKS*Impressions* £25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

16

RAMPART*Domark* £25.99

£26 seems like a lot of money to spend for just 5 minutes of entertainment. That is unless you live in King's Cross or something...

17

DISCOVERY IN THE STEPS OF COLUMBUS*Impressions* £24.99

Explore the New World, kill lots of natives and the like. Should've been better.



18

WARRIORS OF RELEYNE*Impressions* £25.99

Pretty standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

19

SIMANT*Ocean* £34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

20

NO GREATER GLORY*SSI* £25.99

Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.



21

MAGIC WORLDS*Daze Marketing* £25.99

RPG warriors/ heroes/tough nuts, this is a collection for you!

22

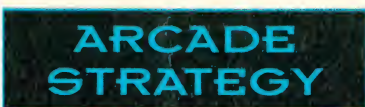
COHORT II*Impressions* £29.99

Really, Impressions increasingly fail to amaze us with every new release. More of the same from the little guys contingent, mainly involving Romans and so on.

23

CONFLICT KOREA*SSI* £29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything particularly worth fighting over, but some people might like it.



1

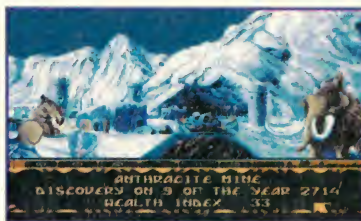
RULES OF ENGAGEMENT*Mindcraft* £25.99

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

2

TRANSARCTICA*Daze* £29.99

Get on the train gang as you juggle with planetary resources in this Silmarils sizzler.



3

GALACTIC EMPIRE*Tomahawk* £25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

4

CYTRON*Psygnosis* £25.99

The sort of game you'll be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do – even then, there's always the car to clean.



1

FLASHBACK*US Gold* £29.99

This resembles your average game about as much as Michael Jackson resembles a good advertisement for plastic surgery. The follow-up to *Another World*, it blows away the opposition with a well-timed roll.



2

SUPERFROG*Team 17* £26.99

Surprisingly addictive platformer.

You might have seen it all before but *Superfrog* will charm your cynicism away and quietly knife it in the neck, before challenging you to another game.

3

ZOOL*Gremlin* £25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick *Sonic the Hedgehog's* ass.

4

ASSASSIN*Team 17* £25.99

Exterminates all the competition in this beat'em-up platformer.

5

THE ADDAMS FAMILY*Ocean* £25.99

They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun!

6

ARABIAN NIGHTS*Platform* £25.99

Join young Sinbad on his travels to rescue the beautiful princess from the clutches of the evil Grand Vizier. So no surprises here really.

7

PREMIERE*Core Design* £25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... excellent!

8

PUTTY*System 3* £25.99

We all remember Silly Putty. The squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game.

9

CHUCK ROCK II - SON OF CHUCK*Core Design* £25.99

Well-executed platformer, sequel to

the excellent original. Nothing really exceptional about this, but it keeps Core's reputation afloat.

10

SLEEPWALKER

Ocean £25.99

Humorous but slightly samey Comic Relief tie-in. Kind of describes Comic Relief itself, we suppose.

11

CREATURES

Thalamus £25.99

Old C64 game makes a triumphant conversion onto the Amiga. Catch it if you can!



12

LIONHEART

Thalion £25.99

Well-presented platformer let down only by being a bit too easy. Still, a nice bit of work from Thalion.

13

TROLLS

Flair £25.99

The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago.



14

RISKY WOODS

Elect Arts/Dynamics £19.99

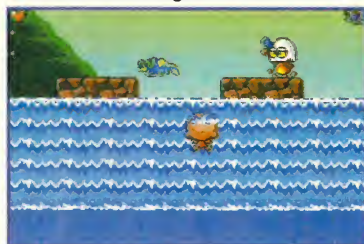
Another quality platform product from EA. Nothing really terrific about platform games go, but the price makes it worth taking a look, if nothing else.

15

MCDONALD'S LAND

Virgin £25.99

A worrying new trend is stalking the world of computers. Product placement hits the big time in this stomach churning release.



16

ELF

Ocean £24.99

This turned out to be a surprising stormer from Ocean.

17

BC KID

Ubi Soft £25.99

Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stain Devils for.

18

JOE AND MAC

Platform £25.99

Rescue your kidnapped love in this Caveman caper. Comes into its own in two-player mode.

19

LETHAL WEAPON

Ocean £25.99

Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis. OK but sadly lacking in variety.

20

CRYSTAL KINGDOM DIZZY

Codemasters £19.99

Although it's probably the best Dizzy game so far, it lacks the clout to take on the best full-pricers.

21

DOJO DAN

Europress Software £25.95

Middleweight platformer which lacks the clout to put a dent in the opposition. A pity.

22

UGH!

Play Byte £25.99

A little short in the lastability department.

23

TEARAWAY THOMAS

Soundware £25.99

More frustrating than being locked in a room and glued to the ceiling.

24

DOODLE BUG

Core Design £25.99

Core slip up with this release. Sub Sonic in every sense.

25

HOI

Software Business £25.99

Don't expect much from these green screen heroes.

26

CRAZY SEASONS

Idea £25.99

We'd rather have our teeth extracted with a six foot hammer and a rusty nail than sit through this abysmally easy and dull game again.

PUZZLE & QUIZ

1

LEMMINGS 2

Psygnosis £29.99

The latest *Lemmings* fails to disappoint – in a big way. It's so good we're not even going to tell you how good it is. Buy it and see for yourselves.

2

BILL'S TOMATO GAME

Psygnosis £25.99

Fruity number (groan) ripe (aargh) for the plucking (mfrmbble).

3

TRODDLERS

The Sales Curve £25.99

Throw yourself off a cliff in style.

4

PUSH OVER

Ocean £25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

5

GOBLIINS 2

Coktel Vision £29.99

Sequel to *Gobliins*. Excellent.



6

WIZKID

Ocean £25.99

Great graphics and silly fun abound in this vegetable-based game. Yes, we did say vegetable. Honestly.

7

GOBLIINS

Dream Factory £25.99

A tricky little number with a few irritating features. Not as good as its sequel though.

8

SINK OR SWIM

Zeppelin Premier £25.99

Pretty useful effort. Guide Kevin Codner around a sinking ship with the aim of drowning him before he makes *Dances With Wolves II*.



9

HUMANS - JURASSIC LEVELS

Puzzle £29.99

More of the same from the little tykes – on stand-alone or data disk. Not really enough new stuff here.

10

CASTLE OF DOCTOR BRAIN*Sierra* £34.99

Complicated, taxing, impressive.

11

STEG*Code Masters* £7.99

Slippery fun with a cute slug.



12

SUPER TETRIS*MicroProse* £29.99Nice blockbusting work from MicroProse in this worthwhile update to the *Tetris* phenomenon. There's an explosive element, too, just to keep things ticking over.

13

TINY SKWEEKS*Loricel* £26.99

Why is this game lacking in originality? It'll put a smile on your face for a while, but then so will a variety of cheaper alternatives.

14

STONE AGE*Grandslam/Eclipse* £25.99

The only puzzle about this is how it got out of the building without being strangled. Typical blocks and shocks rescue number, it didn't capture our attentions.

15

LOCOMOTION*Kingsoft* £25.99

A train game with all the interest of a British Rail timetable.

16

CATCH 'EM*Prestige* £25.99

Dodgy game with puzzle elements. 'Nuff said really.

ROLE PLAYING

1

AMBERSTAR*Thalion* £29.99It's been a pretty lean time for decent RPGs this last few months, but *Amberstar* bursts on to the scene to put the rest to the sword. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of.

2

ABANDONED PLACES 2*RPG* £34.99

You saw our coverdisk demo, now play the entire version of the excellent hack 'n' slash epic. Great fun.

3

BANE OF THE COSMIC FORGE*US Gold* £37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing. We don't think we need to say much more than that...

4

EYE OF THE BEHOLDER II*US Gold* £32.99It's the sequel to the amazing *Eye of the Beholder*, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.

5

LEGEND*Mindscape* £30.99*Dungeons & Dragons* games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with *Legend*. It's suave, fresh, cool.

6

PALADIN II*Impressions* £29.99

Excellent strategy number. Impressions come back to impress us after a shaky few months.

7

KNIGHTMARE*Mindscape* £30.99Not much to do with the TV program of the same name but this game will put down most others of the *Dungeon Master* genre.

8

WAXWORKS*Accolade* £29.99

The computer equivalent of a John Carpenter movie. If you have willies, this will certainly scare them out of you.



9

SHADOWWORLDS*Krisalis* £25.99

Some frustrating moments but a generally good all-rounder.



10

STARFLIGHT 2*Electronic Arts* £25.99

Plenty of RPGish teasers. Fans of the original will not be disappointed.

11

DUNGEON MASTER/ CHAOS STRIKES BACK*Psygnosis* £25.99

A decent couple of titles that still stand up well today. Brings out the devil in you...

12

EXODUS*DMI* £25.99

An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

13

SHADOWLANDS*Domark* £25.99

The first in the successful series, it was one of Domark's first excursions into role playing territory. And it was good too!

14

ISHAR*Silmarils* £29.99

Initially frustrating but stick with it to reap plenty of rewards.



15

LEGENDS OF VALOUR*US Gold* £39.99

Slow on an A500, ridiculously priced, and obviously aimed at A1200 owners. Why don't the companies come right out and say it, and stop trying to sucker owners of the less powerful machines?

16

MEGATRAVELLER 2*Empire* £29.99

Good, but we found it too graphically crude and frustrating.

BAT & BALL

1

PINBALL FANTASIES*21st Century* £27.99

What a brilliant game. A simple idea, with wild graphics and some loony tunes, this is a must-buy. The awesome sequel to the original.

2

BUNNY BRICKS*Daze* £25.99

There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds.

SWAP

Swap: Desert Strike, Humans, Lemmings 2 or Birds Of Prey for either Oh No! More Lemmings, Cool World or Arabian Nights. If you would like to swap, write to Chris Lawlor, 176 Whifflet Street, Coatbridge, Lanarkshire, ML5 4EB.

I would like to swap or sell Wrestlemania, Indiana Jones Last Crusade, Eskimo Games and Voodoo Nightmare etc for Sleepwalker, Superfrog, Beast III, Body Blows. Telephone Nathan Naidoo on 0525-851747.

I will swap either SabreTeam or Rise Of The Dragon for Air Bucks. Ring Martin McCabe 061-747-7367.

Will sell or swap WWF2 for Curse Of Enchantia or Lure Of The Temptress. Also need help with Indy IV Graphic Adventure. Phone Steven Kay 0642-325755.

For sale: boxed Amiga games including Monkey Island 2, Epic, Hunter, Space Crusade, Corporation + mission disk, Mindfighter, Prison, Spirit Of Excalibur and many unboxed games. Phone Mark on 0363-82504.

To swap: Lionheart, Project-X, Sleepwalker (A1200 version), Zool, Myth, Speedball 2, Cadaver, Wizkid and many more for quality Midi software or sound sampler. Please phone Tony after 6pm on 0703-440084.

Bargain! Amiga 500 1Mb for sale. Comes with TV modulator and over £300 worth of top games. Also joysticks, mouse and other utilities. Please ring on Saturday after 4pm - ask for James. Selling for £350 ono. Call 0952-510456.

Wanted - Great Giana Sisters and solution / hint sheet for Cadaver / Cadaver The Pay Off. Any postage or costs will be reimbursed. Bob Whyte, 4 Greenway Drive, Lyneham, Wiltshire, SN15 4QT or phone 0249-891857.

Swap Monkey Island 2, Jimmy White's Snooker, No Second Prize, Graham Taylor's. Would like Leisure Suit Larry 1 and 5, Legend Of Kyrandia, Lure Of The Temptress, Curse Of Enchantia. Contact Mark Ashby, 59 Beaconsfield Road, Banbury, Oxfordshire, OX16 9EP.

Amiga contacts wanted worldwide. Please send lists to Carl Synnott, 18 The Martins, Tutshill, Chepstow, Gwent.

Sell Amiga 500 1Mb. Includes joystick, Naksha mouse, modulator, Workbench 1.3, books, various PD and 34 games including Zool, Lotus II. Only £175 ono. Telephone Paul Harding 0260-299619 after 6pm.

Swap Curse Of Enchantia for Streetfighter II or sell for £20. Also, Back To The Future II, Nightbreed, Days Of Thunder, Datastorm and Beast I for Elvira - The Arcade Game and a few #2#3. Adam Bradley, 7 Hillcourt, Ballfield Road, Godalming, Surrey or phone 0483-417262.

Amiga contacts wanted. 100% reply. Your lists and disks for mine. Darren Beck, 109 Stradbroke Drive, Sheffield, S13 8SF or telephone 0742-378413.

For sale: Commodore 64, data cassette, 150 games, 1541 MkII disk drive, Datel power cartridge, light gun, 38 mags plus some books. Two joysticks, mouse, two power packs, 27 blank disks. £275 ono. Telephone Mike Dunn 061-775-8725.

Swap / sell Mega-lo-Mania, First Samurai and Vroom. Looking for Pacific Islands and The Chaos Engine. Many other games to swap. Write to Terry Law, 26 Cokayne Green, Harlescote Grange, Shrewsbury, Shropshire, SY1 3QS.

For sale Amiga 500+ with 1.3 chip and switch fitted, 15 games all boxed originals, also approximately 100 PD games, manuals, joystick and mouse, plus 1.3 Workbench. Also Amiga games to swap. £350 ono. John Dale, 72 Pugh Crescent, Bentley, Walsall, West Midlands, WS2 0DR or phone 0922-35503.

Great Spectrum games for sale from £1. Games like Trivial Pursuit and loads of mag cassettes. John McGurk, 97 Berwick Road, Greenock, Renfrewshire, PA16 0HL or phone after 3pm 0475-31760.

Swap Monkey Island 2, Flood, Nebulus 2, Z-Out, Narc, Onslaught, Gods, Armour-Geddon, Predator 2 or Premiere for The Perfect General, Campaign, Caesar, Transarctica, Myth, Battle Chess I, Push-Over, Realms or Centurion. May accept two for one. Write to Paul McEwan, 14 Keswick Avenue, Hornchurch, Essex, RM11 1XR.

I would like to swap Thunderhawk and Striker (both boxed and unused) - unwanted gifts. For No Second Prize and Pinball Dreams / Pinball Fantasies. May consider other games. Mel Menelaou, 93 Pemberton Road, Harringay, London, N4 1AY or call 081-340-2322.

Wanted - colour printer for Amiga. Must be working and in good condition. Fair price paid and P+P. Also swap any games. Victoria Berry, 5 Elizabeth Road, Farncombe, Surrey, GU7 3QE or phone 0483-427504.

For sale: C64 Light Fantastic pack including light gun, computer, data recorder, mouse controller, games worth £250 and OCP Art Studio. All in good condition and only £85. If this isn't a bargain, I don't know what is! Contact Steven Mitchell, 105 Guildford Road, West End, Woking, Surrey, GU24 9HN or call 0483-476395.

Swap Heimdall or Eye Of The Beholder II (in excellent condition) for Curse Of Enchantia or Bill's Tomato Game. Others considered. Write to Martin Keegan, 60 The Lea, Trentham, Stoke-on-Trent, ST4 8DY.

Calling all Amiga lovers. I am a 16 year old girl looking for someone to write to as a penfriend. Hoping to discuss anything from new games to the very magazine which this features in. If you're interested, write to Katy Chappelle, Harrison House, 78 Corporation Road, Newport, Gwent, NP9 0AX.

I have Manhunter II and will swap it for any good adventure game or role playing game

(preferably by Sierra or Lucasfilm). And does anyone know how to get out of the map room in Fate Of Atlantis? From Tom Melson, 45 Oaklodge Tye, Springfield, Chelmsford, Essex, CM1 5GY or call 0245-468024.

Would the men in the white coats please come and take Nick Merritt back because his foaming mouth is really distracting the rest of the AA team. Thankyou. Please contact Alan Bunker at the address in the front of the magazine.

Will swap 20 Sega Master System games for a Power Scanner for A600 with guarantee or will sell for £100 ono. Games: Donald Duck, Golf-a-Mania, E-Swat, Double Dragon, etc. Telephone Andrew Groom 051-922-1157.

Swap: RoboCop 3, Leander or Dungeon Master / Chaos (all boxed). Any two for SimAnt. Two for one, not bad eh? Ring Michael Heron 051-637-0829.

Swap: Championship Manager, Graham Taylor's Soccer Challenge or Sensible Soccer for Football Manager 2 plus expansion kit or will buy. Amiga 500+. Call Colin Hook 0926-336656.

For sale: Gameboy with four top games including WWF2 and Mario, Handyboy, super fast battery recharger and four rechargeable batteries. Worth £185. Sell for £150. Also sell / swap 750x power microscope with discovery pack and slides. Sell for £75 or swap for Game Gear with two to three games. Telephone Joseph Wagg 0298-79831.

I'll swap MicroProse F1 Grand Prix for Might & Magic III or sell for £25. John Galvin, 10 London Lane, Rawdon, Leeds, West Yorkshire or phone 0532-502150.

Swap / sell - Body Blows, Populous II, Warzone, Eye Of The Beholder, Dungeon Master, The Chaos Engine, Chuck Rock, Heimdall, Assassin, Zool, Streetfighter II. Wanted - Lionheart, Ishar, Bane Of The Cosmic Forge, Curse Of Enchantia, Lure Of The Temptress, Knightmare, Captive, Monkey Island 2, Flashback, McDonald's Land, Dark Seed. RPG stuff for sale / swap - Palladium, Marvel SH, Talisman, FF and Lone Wolf books. Contact Ryan Hooper, 53 Margaret Street, Ammanford, Dyfed, SA18 2NP or call 0269-591637.

I've got Push-Over and Alien Breed '92. I will swap for Populous I/II, Smash TV or Alien 3. Telephone Peter Wond 0635-281648.

I will sell an Amiga 64 grey scale hand scanner for £90 ono. Also, I want to swap Humans for Mega-lo-mania or similar deal. Robert Davis, 9 Buxton Lane, Caterham, Surrey, CR3 5HG.

For sale: Amiga 500+ with joysticks and mouse plus 60 great games including Streetfighter II, Shadow Of The Beast II, Chuck Rock, DPaint II, Body Blows and many more. All for £240 ono. Darren Smith, 96 Bulls Head Lane, Stoke, Coventry or call 0203-457752.

Swap / sell Lemmings, RoboCop 2, Predator

2 for any A500 game. Write to Craig Bellingham, 8 Charlott Drive, Rainham, Kent, ME8 0DA or phone after school hours on 0634-372316.

Commodore MPS1270 printer. Black - ink jet and still boxed. Genuine reason for sale - £100. Peter Stewart, 61 Fir Street, Nelson, Lancashire, BB9 9RQ.

Amiga 500, 1Mb RAM, external disk drive, over £450 of software, stereo speakers. Comes complete with all leads, joystick, mouse and fully boxed. £320 ono. Mr S Higgins, 63 Parkfield Avenue, North Harrow, Middlesex, HA2 6NR or phone 081-428-3196.

Swap Monkey Island 2, Dark Seed (with tips book), TV Sports Baseball for Lure Of The Temptress, Elvira II - Jaws Of Cerberus, Waxworks. Sell Sega Megadrive (boxed, excellent condition), seven games £200 ono. Dean McCreadie, 7 Gantoch Crescent, Cranhill, Glasgow, G33 3PL, Scotland or ring 041-774-8193.

Will swap Altered Destiny, Kristal, Operation Stealth or Heroes Of The Lance for Wing Commander, Abandoned Places 2, Pools Of Darkness, Death Queen Of Krynn or Gateway To The Savage Frontier. Simon Cooper, 26 Warmden Avenue, Baxenden, Accrington, Lancashire or phone 0254-234017.

Swap: Nick Faldo's Golf, The Chaos Engine, F15 Strike Eagle II, Thunderhawk or Hero Quest for any of the following: Body Blows, Project-X or Assassin. Contact Tom on 0669-20398.

Swap Armalyte, Starglider 2, Gauntlet II, Sleepwalker, Epic, RoboCop 3, Leander or Shadowlands. All in reasonable condition. For The Chaos Engine, Monkey Island 2, SabreTeam, Flashback, Ishar or Eye Of The Beholder II. Contact Richard, 30 Tennyson Drive, Malvern, Worcestershire, WR14 2TQ or telephone 0684-567149.

Swap Nightbreed for Dalek Attack or Superfrog or any other decent game. Also, can you give any tips for Shadow Of The Beast II? Christopher Bonsor, 9 Beacon Hill, St Johns, Woking, Surrey, GU21 1QR or call 0483-766234.

Please send lists of games with prices. Games must be in mint condition. Contact Matthew Hill, 122 Eden Vale, Westbury, Wiltshire, BA13 3QE.

For sale - Amiga 600. Boxed as new with manuals. Only four months old with Crazy Cars III, F16 Combat Pilot and other demos. Plus Stereo Master, DPaint III and other games. £320 ono. Ben Collings, 114 Clements Court, Green Lane, Hounslow, TW4 6EE.

Amiga 500 with half meg upgrade, loads of games including: The Chaos Engine, Body Blows, Desert Strike, Lemmings 2 plus three joysticks and one joypad for Streetfighter II. Lots of extras, ie: dust cover, cyclone copier, issues 15-43 of Amiga Action. Still boxed,

SHOP

excellent condition. Bargain £325 ono. Call J Colin on 021-373-9558.

I will sell Lotus Turbo Challenge for £6. I have Crystal Kingdom Dizzy for Speedball 2. Paul Rudeforth, 89 Corbar Road, Buxton, Derbyshire, SK17 6RJ or phone 0298-78597.

Amiga 500 2.5Mb RAM. 60Mb GVP hard drive. All boxed and in excellent condition. Will accept any reasonable offer. Games for sale: Lotus II, First Samurai, Thunderhawk, Eye Of The Beholder, all £8 each. Phone Neil 0993-778596.

A600 swap DPaint III, Putty, Push-Over, F1 Grand Prix for The Chaos Engine, Dune, Air Sea Supremacy, Campaign. Anything considered. Will swap separate. Phone Darren 0530-814453.

I have Epic, Terminator 2, Streetfighter and Premiere. Will swap for any game or will sell. Write to Robert Best, 16 Beech Park, Harmony Heights, Lisburn, County Antrim, BT27 4JB, Northern Ireland.

I would like to swap Police Quest 3, Police Quest 1, Space Quest 2, Curse Of Enchantia, Future Wars, Jimmy White's, Nightbreed, Beast II, Days Of Thunder, Back To The Future II. I would like any good adventure game. Oliver Snell, 42 Gipping Way, Sproughton, Ipswich, Suffolk or telephone 0473-748848.

I would like to swap / sell Footballer Of The Year 2, Graeme Souness's Soccer Manager, Rick Dangerous, Ghouls And Ghosts for Epic, Body Blows, MicroProse Golf or any basketball games (not Tip Off). Mark Atkin, 381 Thornaby Road, Thornaby, Stockton-on-Tees, Cleveland.

Will swap Dune, Heimdall or Curse Of Enchantia for Waxworks, Ashes Of Empire or Civilisation. Swap Operation Stealth and Archipelagos for Cruise For A Corpse or Civilisation. All games boxed. Stephen Spencer, 6 Dryburgh Avenue, Blackpool, FY3 9RH or call 0253-838411.

If you've got an Amiga computer, this is for you. I am a young 14 year old looking for an English penfriend to talk about Amigas and new computer games, etc. Write to Andrew Cromack, 21 South Avenue, Three Lane Ends, Castleford, West Yorkshire, WF10 1QH.

I have Lotus II (unused). I would like Monkey Island or Galaxian, Phoenix, Moon Cresta or Scala video filter to run on the 500+. Ring Steve Piper after 6pm on 0473-831787.

I will swap a Competition Pro Extra joystick for Prince Of Persia or sell it for £10. Richard Jenkins, Watermede, Waterside, London Colney, Hertfordshire, AL2 1RB.

I would like to swap Pitfighter, Golden Axe and Cisco Heat for Pinball Dreams or Pinball Fantasies. That's three for one! I will also sell Pitfighter and Golden Axe for £5 each and Cisco Heat for £10. James Marsh, 22 Perrymead, Prestwich, Manchester, M25 5GJ.

I am selling Indy Jones (adventure), Space Ace 2, Another World, Leonardo, Dragon's Lair II, Dark Seed, Ninja Spirit, Legend Of Djel, Rainbow Islands, Switchblade II, Airball. I will swap for any Sierra game. Telephone Daniel Wilson 0279-659916.

Swap Body Blows for Chuck Rock II. Telephone Merlyn Lear 0597-810994. Amiga 500 for sale. 1Mb RAM, mouse, joystick, 17 games including Streetfighter II, Sensible Soccer, Mega-lo-mania, Populous, Final Fight. Workbench 1.3, DPaint II, 10 magazines worth over £30 and 40 demo disks. Boxed as new. TV modulator, all leads, excellent condition. A bargain at £255. Phone Lee Garland 0604-870625.

Formula 1 Grand Prix £10, Sensible Soccer v1.1 £10, Trojan phaser gun with software £10. Mig 29, Fighter Bomber, Robin Hood, Midwinter 2, M1 Tank Platoon - all £4 each. Home Accounts £5, Cruiser joystick £3, Star LC200 printer ribbons one colour £4. Other bits and pieces, paper, etc. Call Roy Gardener after 6pm 061-723-2245.

Will swap: The Chaos Engine, Sleepwalker, Zool, Archer's Pool, Heimdall, Silent Service II, Striker, Sensible Soccer, Pinball Fantasies, John Madden's American Football. Want: Humans, West Commander, SabreTeam, Sim City, Bill's Tomato Game, Risky Woods, Body Blows, Shuttle or Superfrog. Call Paul Baillie 0484-426287.

I will swap any one of the following games: Streetfighter II, Joe & Mac, Cruise For A Corpse for any one of the following: Project X, Body Blows, Alien 3, Premiere, Double Dragon III. Jonathan Boddey, 39 Woodmarket, Lutterworth, Leicestershire, LE17 4BX or phone Monday to Friday after 3pm on 0455-557533.

Wanted: 1Mb for A500. Must be in good condition. Must be sold at a cheaper price than brand new ones. Write to Miss L Gooch, 131 Sunnyside Road, Ilford, Essex, IG1 1HZ. I am prepared to pay for P+P.

Swap F18 Interceptor, Thunderhawk, Falcon, Superman, Batman for strategy / arcade strategy games with manuals. Also wanted - Zool and Lemmings plus looking for a hard drive. Telephone John Markey 0282-458083.

I will swap Monkey Island 2 for Bill's Tomato Game, Goblins 2 or Lemmings 2. Ben Cape, 22 Montague Drive, Loughborough, Leicestershire, LE11 3SB or phone 0509-266962.

Exchange Sega Megadrive, Japanese, scart connector plus Sonic and Sonic 2, two pads, plus six other games for Amiga 500 (pre 500+ version) 1.3 without games. Any extras welcome (eg; demos, utilities, disks). Ex-Amiga fan wants back into the fold after console experience. Write to K A Worrall, 3 Alpine Avenue, Lostock Hall, Preston, Lancashire, PR5 5LG.

I will swap Zool or Alien Breed '92 for your Epic, Thunderhawk, Falcon or F15 Strike

Eagle II. Telephone Robert 0472-851760. Swap or sell Zool, AV-8B Harrier Assault, The Blues Brothers, Ninja Compilation, Midwinter 2 and some different budget games for Gunship 2000, Desert Strike, B17 Flying Fortress, Reach For The Skies, Body Blows, Jaguar XJ220. Thomas Gardens, Windyridge, Alderford Street, Sible Hedingham, Essex, CO9 3HZ. I have Monkey Island 2, F1 Grand Prix, Harlequin, Lotus I and II, Indy 500, Nitro, Supercars I and II, Turrican, Striker, Flight Of The Intruder, Battle Of Britain and many more. I would like Flashback, Gunship 2000, Body Blows, Special Forces, MicroProse Golf or Knights Of The Sky and offers. Ring Oliver Dainton 0344-27795.

I would like to swap PGA Tour Golf for any good flight sim. Please phone Luke Gregory 0703-462422.

I have Pitfighter, First Samurai, Smash TV, Garrison, Rolling Ronny, Super Sega compilation, Ninja Rabbits, Toki, Beast I and Menace. Will swap for Body Blows, Harlequin, Sensible Soccer '92/'93, Crazy Cars III, Superfrog, Operation Starfish, Formula 1 Grand Prix, Zool, Lionheart. Others considered. Kevin Moxey, 10 Scott Close, West Drayton, Middlesex, UB7 9DX or call 0895-445419.

For sale or swap for good games. Chase HQ £7.50, DPaint IV £10, Kind Words £10, Little Puff £5, 3D Construction Kit £10, Sooty And Sweep £5, DiDiCalc £10, Nightbreed £5, RoboCop 3 £7.50. Streetfighter II to swap for: Fire & Ice, Body Blows, Goblins 2. Phone Daniel Rickards 0452-506723. I have around 200 games and would like to swap some of them for either Supercars, Supercars II or any decent flight games. I would also like somebody to contact me for any tips or cheats for Pitfighter. Ian Spencer, 28 Abbey Craggs Way, Knaresborough, North Yorkshire, HG5 8EE or phone 0423-869995.

Swap Lemmings 2, Son Of Chuck, Desert Strike, Superfrog, Flashback, Crystal Kingdom Dizzy for Monkey Island 2, Legend Of Kyrandia, Curse Of Enchantia, Alien 3, Walker and Goblins. I would also like lots of Amiga contacts over England. Lee Richmond, 7 House Hills Lane, Arnthorpe, Doncaster, South Yorkshire, DN3 3ET or call 0302-833489.

Swap / sell: Assassin, Robocod, F15 Strike Eagle II, Man Utd Europe, Switchblade II, SEUCK, Supercars II, Jaguar XJ220 and PGA Tour Golf for Putty, Project-X, Lotus III, Wizkid or any good games - no flight sims or adventures! Telephone Keith Ryan 0793-612515.

I would like to swap approximately 50 games from Amstrad 464 for approximately 10 to 15 Amiga 600 games. For more information, contact Lee on 021-544-2057.

To sell: A500 1.3 Workbench, 4.5 Mb memory, extra drive, joystick and 50 blank

disks and disk box. Bargain at £400 - worth £750. Jason Smith, 33 Tegid, Plas Madoc, Acrefair, Wrexham, Clwyd, LL14 3LG or call 0978-823566.

I have Beast II, Wolfchild, Oh No! More Lemmings, Hero Quest, Beast I, Awesome and Captain Dynamo to swap for Jaguar XJ220, Curse Of Enchantia, Waxworks, Assassin, Reach For The Skies. One for one. Richard Augustus, 11 Frances Close, Wivenhoe, Essex, CO7 9RP.

Will trade photos of old NYC train graf (70s and 80s) for top notch games such as: Gods, Walker, Flashback, Alien Breed, Smash TV or anything that compares. Send lists to Larry M, 51 MacDougal St 106, NY, NY 10012, USA.

I have the awesome Body Blows and John Madden's US Football. Will swap for two of the following: Alien 3, The Chaos Engine, Superfrog, Desert Strike, Apidya, Indianapolis 500 or Assassin. (Will swap separately). Telephone Richard Ponton 0689-824993.

Swap Austerlitz, Borodino, North & South, Genghis Khan, Rebel Charge, Red Lightning or Thunderhawk for Rampart, Perfect Admiral, Treasures Of The Savage Frontier, Bard's Tale I, SabreTeam or other strategy games. Call Paul Bartlett 071-735-9993.

I will swap Premier Manager, Lure Of The Temptress, TV Sports Boxing, John Madden's Football, Monkey Island 2 or Curse Of Enchantia for Jimmy White's Snooker, Speedball 2, Championship Manager, Graham Taylor's Soccer Challenge, KGB or Chuckie Egg 1 or 2. Telephone Chris Fowler 0386-858178.

Wanted: colour hand scanner - will pay cash. Also, Commodore 64 for sale with data recorder, games, joystick and Datel power cartridge MkIV £90. Telephone Cliff Bull 061-775-8725.

Is there a cheap price CDTV add-on for sale, good condition? And swapping RoboCop 3 for Epic, also good condition. Andrew King, 1 Cornmarket, Thame, Oxfordshire, OX9 3DX.

For sale: printer - Star LC20 for use with Amiga. New - perfect condition with free cable, paper and driver. £90. Enfield. Call Mark Curtis 081-805-4452.

I have Monkey Island 2, Hook, Push-Over, Shadow Warriors and Space Ace. Will swap or sell. All offers considered. Please contact Chris Isgar on 0934-712087 or write to The Laurels, Crickham, Wedmore, Somerset, BS28 4JT.

Oi you! I will swap my Commodore 64 with 100 games and two microswitch joysticks for a NES / Game Gear with games or sell for £95 ono. Telephone Adam Bramley 0858-875416 or write to White Hart, Rugby Road, South Kilworth, Lutterworth, LE17 6DN.

Can anyone help me in Eye Of The Beholder II? I'm stuck in the dungeons where 'All who enter are doomed'. How do I open the door

SWAP SHOP

with nine pressure plates? What am I supposed to leave on them? And does anyone have any maps on this game? J Cavill, 40 Limerick Close, Ipswich, Suffolk. Swap Kick Off 2, Captain Planet, Double Dragon II, Gremlins 2, Rick Dangerous 2, The Addams Family for Sensible Soccer '92/'93 or European Rampage. Sean Dunne, 21 Nicholas Road, Glais, Swansea, West Glamorgan, SA7 9HA.

Commodore 64c, joystick, light gun, mouse, Action Replay, OCP Art, 54 games magazines. Also printer needing attention. £150. Telephone Mr M Munford 0522-754568.

Will swap: Golden Axe, Total Recall and Time for Alien Breed '92 Special Edition. Robert Penn, 21 Oakwood, Clackwell Heath, High Wycombe, Buckinghamshire, HP10 9DW.

I will swap Sensible Soccer, John Madden's '92, Life And Death, Race Drivin', The Addams Family, Dune, Godfather, Hook, Man Utd Europe, Wrestlingmania and Myth. Any of the above for either The Chaos Engine, Sleepwalker, Road Rash, Monkey Island 2, Indiana Jones Fate Of Atlantis (adventure), Flashback or Body Blows. David Knight, 10 Bentons Close, Kidderminster, Worcestershire, DY11 6YY or call 0562-67757.

Will swap Zool, Putty, Rocket Ranger, Defender Of The Crown, Kick Off, Kick Off 2, PipeMania and Obliterator for any of: Arabian Nights, Sleepwalker, Dark Seed, Lemmings 2, Wizkid, Monkey Island 2 or Superfrog. One for one. Ben Walker, 63 Station Road, Countesthorpe, Leicester, LE8 3TB or ring 0533-777016.

Swap: Heimdall, Lure Of The Temptress, Monkey Island or King's Quest III. Wanted: Bane Of The Cosmic Forge, Crusaders Of The Dark Savant, Might & Magic III, Dark Seed or Body Blows. Alternatively, will pay up to £15 each game. Elizabeth Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB or phone 081-318-3309.

Can anyone help me with Shadow of the Beast II. I need the password. Paudie Ryan, Shanafona, Knocknagoshel, Co. Kerry, Eire. Help I am a 15 year old boy my hobby is to get every cheat from all games and especially Team 17 games. Maybe someone will help me or will swap some with me. Arnold Balkema Lange Akkers, 9982 HK Vithvizeermeeden, Groningen, Netherlands.

I will swap Ocean's Hollywood Collection, Ghostbusters, Indiana Jones, RoboCop, Batman, James Pond and Maya for Lethal Weapon, Sim City or Wizkid. Also send me your PD lists - I will swap or buy. Marcus Butcher, 22 Keyberry Road, Newton Abbot, Devon, TQ 12 IBX. Tel: 0626-66737.

I will swap Formula 1 Grand Prix, Putty, New Zealand Story and Super Seymour for Doodle Bug, Goblins 1 or 2, Dragons Lair 3, Monkey Island, Body Blows, Aquatic Games, Streetfighter II and Zool. Leanne Bentley, 89 Kirkham Rd, Freckleton, Preston, Lancs, PR5 1HS. Tel: 0772-634452.

For Sale: Amiga 500 1 Meg, boxed

immaculate condition. Warranty just out. 41 boxed games including Speed Ball 2, Turrican, X-Out and many more. All usual stuff included £230 ono. Michael Paul Kay, 17 Hamblets Hollow, Norley, Nr Warrington Cheshire, WA6 8JR. Tel: 0928-787292.

For sale: £170, Amiga 500 half meg extension and spare half Meg, mouse and pad plus nine games. Stewart Paterson, 17 Breck Terrace, Penicuik, Midlothian, Scotland, EH26 0RJ. Tel: 0968-676060.

To swap: Birds of Prey, Bonanza Bros, Indy (Atlantis Action Game), Videokid for any of Monkey Island 1 or 2, Sensible Soccer '92/'93, IK+ (Videokid only), John Madden, Fire & Ice - anything good really. R T Cylver, Flat 4, 32 Range Rd, Manchester, M16 8ES. Tel: 061-226-7016.

Spectrum 48K for sale with 150 original games in cassette cases and computer books. Will sell for £50 or swap for any Amiga games. Games include Renegade, Target Renegade and Rainbow Islands. Antony Gallego, 21 Bryntirion Dr, Prestatyn, Clwyd, Wales, LL19 9NT. Tel: 0745-889448.

A500, 1 Meg external drive mouse and mouse mat over £250 worth of software. Will Graves, 24 Gosplegate, Louth, Lincs, LN11 9JX. Tel: 0507-602998.

Swap or sell - Chuck Rock, Lotus II, Prince of Persia, Speedball 2, Super Space Invaders and Jimmy White's snooker. Also to sell First Samurai and Chart Attack compilation. Tel: D Norton on 0440-708312.

I will swap Bart Vs the space Mutants, Captain Planet, Lotus II, WWF or Shinobi for Indy Heat, PGA Tour Golf, Jimmy Whites Whirlwind Snooker or Sensible Soccer. Plus Super Mario world on the SNES for Super Mario Kart or Super Tennis. Steffan James, Bwlch Melyn, Llanfallteg, Whitland, Dyfed, SW Wales, SA34 0UJ.

Will swap Putty or Pushover for John Madden 93 or Premiere Manager. Or I will sell them for £5 each or £8 for the two. Gareth Pollard, 2 Firconia, Cookworthy Moor, Halwill, Devon.

For sale - Atari STE 520 upgraded 1 MB. Over 20 games including Captive, Nightmare, Dungeon Master, Rainbow Islands, Elvira II, Amberstar, Ishar, Shadowlands and Legend. £290 ono or will swap for Amiga 600. George O'Rourke, 6 (IF3) Murieston Crescent, Edinburgh, Scotland, EH1 1 2LQ. Tel: 031-346-7251.

I have Silly Putty, Beast III, Streetfighter 2 and Hook. In exchange I would like Desert Strike, Project-X, PGA golf, Sleepwalker Premier Maniger, Reach For The Skies or any other good games. Gary Turley, 168 Belfast Rd, Newry, Co Down, N Ire, BT34 1QX. Tel: 0693-66428.

Hello? Is anyone out there who has played Indy - Fate Of Atlantis Graphic Adventure right through? If so, could you give me a ring and tell me where to find the ribbed cage to catch the crab in Atlantis? Please? Tel: Jonathan Glass on 0206-572684.

I wish to swap Comic Setter (in good condition) for Dark Seed or any good RPG's

or text adventures. Nathan Gibson, 6 Whitworth Crescent, Earls Barton, Northants, NN6 0LR.

Looking for platforms? Fine I'll swap this list for any platforms. Wolfchild, Magic Pockets, Robocod, Rainbow Islands, Flood, Blues Brothers, Lemmings, Toki, Rick Dangerous 1 and 2. Call Matthew Sharman on 0703-260357.

Swap 6 for only 1: They are both Monkey Islands, Indy - Fate of Atlantis (Advent), John Madden's, Graham Taylors and TV Sports Baseball for you Flashback. Contacts worldwide wanted send your lists to Joao Nuno Ales, 16 Margaret road, London, N16 6UX.

Swap! Zool, Striker, Pinball Dreams, Lemmings (original but unbored), Bubble Bobble, Supercars II. Any 2 of the above for Monkey Island II. Tel: Stephen Hopley on 0206-851146.

For sale - Monkey Island 2 £15, Games '92 £15, John Madden's £10. All VGC. or swap 1 for Nick Faldo's Golf, Waxworks or Dark Seed. Telephone Mark on 0322-662518 (After 4pm).

Swap Zool, Body Blows, Lemmings 2, Monkey Island 2, Premiere, Lotus III, Another World, Assassin, Risky Woods, Sleepwalker, Putty, Project X, R-Type 2, Kings Quest V, Robocop 3, Parasol Stars, Apidya, Pinball Dreams, Streetfighter II. All offers considered. Wayne, 25 Vicarage Road, Watford, Herts. Tel: 0923-227513.

I will swap Putty, Curse of Enchantia, Monkey Island 2, Goblins, Nightmare, First Samurai, De Ja Vu 2, for Larry 1, Magic Pockets and any other good games considered. Stewart Coote, 5 Bransgill Court, Healds, Milton Keynes, MK13 7LN. Tel: 8908-317938.

I'll sell or swap Putty, Wolfchild, Apidya, Titus Fox, Special Forces, Alien Breed '92, (special edition), Premiere, Utopia for Risky Woods, R Type 2, Firforce, Ultima V, Black Crypt and Jim Power. All must be in good condition. Tel: Chris on 0742-432143.

Vidi Amiga digitizer for sale. Boxed hardly used £80 o.n.o. Tel: Ben Crystal on 0407-762764.

I will swap or sell Dark Seed with Dark Seed hints and tips book for £25 or I will swap for Goblins 2 or Lemmings 2 the tribes or Body Blows. Also I have Joe & Mac which I will sell for £15 or swap for Goblins 3 or any other game. Lee Chase, 1 Aston Cottage, Seighford Lane, Seighford, Stratford. Tel: 0785-282508.

For sale - Monkey Island 1 and 2, Curse of Enchantia, Populous II and Parasol Stars for £10. Shadow of the Beast, Captain Planet and Bart Vs Space Mutants for £5. Daniel Whiting, Cliff House, Trevillick, Tintagel, Cornwall, PL34 0DN.

I would like to swap any two of the following - Bart simpson, The Immortal, Populous, Captain Planet for space Crusade 1 or 2. Mr L Baird, Melrose, Gemig Street, St. Asaph, Clwyd, LL17 0RY.

Amiga Action Replay MKIII (A500 Version) for sale, £40 inc. P&P. Amiga Synchro

Express MKIII, £20 inc P&P. Tel: Mark Joyce on 0376-513588.

Desperate for Eye of the Beholder II clue Book, sensible quote considered. Sue Innes, 67 Burnham Road, Luton, Beds, LU2 9EP. Tel: 0582-454819.

I have Robocod, Golden Axe, Bar Barian and Magic Land Dizzy all still boxed. I would like any two of these, Chaos Engine, Birds of Prey, Goblins 2 or Pinball Fantasies. Chris Hill, 22 Hawk Hirse, Salfield, Washington, Tyne and Wear, NE38 8SQ.

Amiga contacts wanted! 100% reliable, your lists/disks for mine - speedy reply. Jamie McGhee, 39 Harewood Ave., Heckmondwike, West yorks, WF16 0DE.

I have Zak McKracken, Jimmy Whites's Snooker, James Pond, Champion of the Raj and Lotus Esprit Turbo Challenge to sell or swap. I am looking to swap them for (or buy) Cadaver, Altered destiny, Covert Action, Elvira I, King's Quest V, Maupiti Island or Plotting. David Sharp, c/o 2 Weston Lane, Bulkington, Nuneaton, Warwickshire.

Desperately wanted - colour hand scanner preferably with OCR software. Also wanted Action Replay MK 3 reasonable prices considered. Peter Cullen, Derwent college, University of York, Heslington, York, North Yorkshire, YO1 5DD. Tel: 0344 54610.

Swap - Nebulus 2, Final Fight, Turrican 2, Fire & Ice, Lotus II, Lure Of The Temptress, Wizkid and Zak McKracken. For your, Lotus 3, Curse of Enchania Addams Family, Chuck Rock 2, Superfrog or Body Blows. Mark Stokes, 55 Lombardes, New Ash Green, Longfield, Kent, DA3 8HU. Tel: 0474-873728.

I will swap Crystal Kingdom dizzy, Legend of Kyrandia, Seymour goes to Hollywood or Pit fighter (all boxed) for willie Beamish, Maniac Mansion, Flashback or A Train. Penpal between the age of 10-13 required. Ross W Deas, Ronan, Saini James Street, Dingwall, Ross-shire, Scotland. IV15 9JA. Tel 0349-62216.

I would like to swap my Sega Master System with seven boxed games, control pad, joystick, good condition for Amiga 500. Contact Liam, 189 Wilmslow Road, Handforth, Wilmslow, Cheshire or phone 0625-524514.

Amiga 2000, 2091 SCSI card with 40Mb and 330Mb hard drives, 150Mb tape streamer, 3Mb RAM, monitor, modems, lots of games, hardware, magazines, disks, etc. £600. Call Neil for full details on 0923-265389.

For sale: Amiga 500 1Mb (official 501 expansion), Workbench, manuals, TV modulator, etc. Screen Gems pack + Astra pack and disk box. Dustcover and mouse mat included. Boxed with warranty seal intact. As new. Separate software includes: Operation Stealth, Humans, Fireforce, New Zealand Story, Shoo' em-up Construction Kit and more. Telephone Matthew Goble 0784-454516.

Help! In Monkey Island, I cannot get past the man to get inside the house. All I have is the rubber chicken with the pully but he won't accept it as he already has one. Also, each time I go to the used boat place, there's just a sign saying Back Soon but no-one ever comes so I can't get in. Write to Jodie Dalley, 27 Hobart Croft, Nechells, Birmingham, B7 4JN.

For sale: Sega Game Gear - plus Sonic 1, Sonic 2, Columns, Super Kick Off, Double Dragon, Ghouls And Ghosts, mains adaptor and magnifier. Good as new. £100. Also Master System for sale, plus Golfmania, Moonwalker, Hang On, Space Harrier and Sega control stick. £35. Ring Julian Ward in the evening on 0904-690832.

Swap Bill's Tomato Game, Carthage, Barbarian 2, Armour-Geddon, Carl Lewis Challenge, Oh No! More Lemmings double pack, Links, Sensible Soccer for Music X, Dark Seed, Pinball Fantasies, Action Replay cartridge, Monkey Island 2, Curse Of Enchantia, Heimdall, Nick Faldo's Golf. Peter Floyd, 5 Boxdale Road, Mossley Hill, Liverpool, L18 5EN or call 051-733-5586.

Amiga games for sale. Final Fight, Wrestlemania, Pitfighter in one pack £20, Goblins 2 £20, Hydra £15, Captain Dynamo £5, Spellbound £5. All games ono. Phone Tony Eaton 0322-338411.

I will swap Realms, Push-Over,
Shadowlands, Nigel Mansell's World
Championship, Campaign or Supremacy for
A-Train, Desert Strike, Reach For The Skies,
Curse Of Enchantia, Indy Fate Of Atlantis
(Graphic), SimAnt, Dynablaster, Rome AD92
or SabreTeam. Consider other good games.
Craig Buchanan, Lady Mary's Lodge,
Strathaven Road, Hamilton, ML3 7UY or call
0698-28-2889.

A500 for sale. Boxed with 1Mb memory, joypad, two mice, mouse mat and latest titles including Sleepwalker, WWF2 and Space Ace II. £330 ono. Ring Leon 0603-787563.

Load of Amiga games for sale from £2 to £6 each including Pitfighter, Turtles 2, Rainbow Islands and R-Type. Telephone James Young 0789-841380.

Amiga contacts wanted worldwide. Please send lists to S Miller, 67 Monkland Avenue, Kirkintillach, Glasgow, Scotland, G66 3BT. Does anyone need graphics or art done for PD games, etc? No charge or obligation to accept my work. Contact Mylzar, 13 Pleasant View, Felinfoel, Llanelli, Dyfed or call 05554-750084.

For sale - GVP hard drive 52 Meg with 4 Meg of memory inside full with new games. £300 ono. Amiga 500+ with ROM sharer like new, 100 games £250 ono. Contact Kevin, 7 Willins Coed-eva, Cwbran, Gwent, NP44 4TH.

Have you got an old game called Star Control - well I want it! I'll pay £10 or swap for Jaguar XJ220, Robocod, Silent Service II, Pitfighter, Fighter Bomber, Shadow Warriors or UN Squadron. Ring Scott on 081-693-9242.

For sale: Amiga 500+. 15 months new. Includes manuals, cables, Workbench, disks and three games - Jaguar XJ220, Another World and Epic, and mouse. £270 or nearest offer. Please write to Steven Robinson, 29 Queen Street, Whalley, Blackburn, Lancashire. BB6 9TA.

I have Captain Planet, Lotus III, Player Manager and Bart Simpson Vs The Space Mutants. I would like Robocod, Monkey Island, Titus The Fox, Body Blows, RoboCop 3, Sleepwalker and Graham Taylor. Paul Wilson, 33 Edgemont Road, Weston Farell, Northampton, NN3 3PQ or phone 0604-405813.

Wolfchild, Robocod, Epic and Eye Of The Beholder II. I would like: Flashback, Desert Strike, Formula 1 Grand Prix or Might & Magic III. Tom Prickett, 120 Netherton Road, Appleton, Abingdon, Oxfordshire, OX13 5LA.

Swap Monkey Island 2 for Wing Commander or Fate Of Atlantis (Adv). Also swap Populous II (half meg) and Lotus II for Goblins 2 and Alien Breed '92 respectively. Write to V Heer, 3 Brent Way, Wembley, Middlesex, HA9 6JN.

Swap Ocean's The Dream Team for either
The Chaos Engine, Project-X, Apidya, R-Type
2 or Joe & Mac. Eamonn Townsend, 8A
Dormer Avenue, Bolehall, Tamworth,
Staffordshire, B77 3LS or call 0827-69667.
*I have Lure Of The Temptress, Streelfighter II,
The Killing Game Show, Panza Kick Boxing,
California Games and Bubble Bobble (all
boxed and in brilliant condition). I would like
to swap for Indiana Jones And The Last
Crusade, Road Rash, Legend Of Kyrandia,
Alien Breed '92, Myth or Humans. Duncan
Smart, 10 Fontstone Street, Monifieth,
Dundee, Scotland, DD5 4LE or phone 0382-
534254.*

Swap B17 Flying Fortress for Reach For The Skies or Superfrog or make a cash offer. Also Striker £5 and Zool £8. Nick Bennett, 139 Howard Close, Waltham Abbey, Essex, EN9 1XD or phone 0992-710397.

Yo! Contacts wanted to swap for A500+.

101% reply. Also wanted - external disk drive up to £30. Will also buy old disks for 25p each any amount. Get writing to Steve Leeman, 5 Myrtle Road, Ravensthorpe, Dewsbury, West Yorkshire, WF13 3AP.

Amiga contacts wanted, particularly sports games enthusiasts. Send lists to Christopher Dodd, 46 Ryhill Way, Lower Earley, Reading, Berkshire, RG6 4AZ.

I have Curse Of Enchantia, Alien Breed '92, Dark Seed, Indy Jones Adventure, SabreTeam, RoboCop 3, Battle Of Britain, The Chaos Engine and Knights Of The Sky. I don't want them anymore. Instead, I'd like Legend Of Kyrandia, Lure Of The Temptress, Indy II, Monkey Island 1 and 2, KGB, Beast III, Dune and A10 Tank Killer. Phil Smith, Top Flat, 25 Waverley Grove, Southsea, Hampshire, PO4 0PZ or ring 0705-876518.

I've got Another World, Space Ace, Xenon 2, Beast, Silkworm, New Zealand Story and others - I'll swap for anything half decent, really. Matt Richardson, 129 Lamond Drive, St Andrews, Fife, KY16 8DA or call 0334-78334.

I would like to swap or sell Line Of Fire, WWF, Jelsons, Batman, RoboCop, Speedball 2, Ninja Warriors, Xenon 2, Double Dragon 1, II and III, Lemmings, Captain Planet or Bart Simpson Vs The Space Mutants for any game or £3 to £5 each. Paul Bain, 17 Ashford Grove, Yeovil, Somerset, BA21 4PQ.

I will swap Monkey Island 1, Jack Nicklaus Golf, Man Utd, Lemmings or Formula 1 Grand Prix for Zool, Final Fight, Sensible Soccer v1.1, Reach For The Skies, A320 Airbus, Pinball Fantasies, Monkey Island 2, Indy IV - Graphic Adventure, Archer's Pool or Premier Manager. Telephone Chris Chambers 0332-773648.

Spectrum 128K +2A for sale with many classic games including Head Over Heels, International Match Day and Pacmania.

Loads of games (50+) - all for astounding price of £150. Boxed in excellent condition with instructions. Mark Harris, 3 Elm Tree Avenue, Harrogate, North Yorkshire, HG1 3DS.

Oy you, look at this! Swap / sell Fuzzball
 £10, Ghosts And Goblins £3, Grand
 Monster Slam £4, RoboCop 2 £6, Tower Of
 Babel £3, Back To The Future II £3, Dragon
 Breed £3, Beast II £5, Drivin' Force £2,
 Board Genius £10, Puzznick £4, Dungeon
 Quest £2, RVF Honda £4, Stryx £3, Days Of
 Thunder £3, E-Motion £3, Chuck Rock £5,
 Pang £5, Turtles £2, Rock 'n' Roll £3,
 Nightbreed £2. Would like Lotus III, Arabian
 Nights, Bill's Tomato Game, Chuck Rock II,
 Dark Seed, Desert Strike, Fire & Ice, Parasol
 Stars, Populous II, Project-X, Superfrog,
 Dragon's Lair II or III. Will consider two,
 three, four or five for one. Contact Stephen
 Wakefield, 27 Sandy Road, Norton,
 Stourbridge, West Midlands, DY8 3AJ.
 Amiga 600 with games, 2 Meg, extra drive,
 MPS 1270 printer. £400. Contact Kipley Park
 0532-797370.

I would like to buy PGA Golf, Arkanoid I or II, or California Games. If anybody can offer them at a reasonable price, write to Jonathan Gwynn, 29 The Street, Bulney, West Sussex, RH17 5PE.

Will swap Monkey Island 2 for any two games - John Madden's, Another World, Hard Drivin', Zool. Iain Purdon, 3 Hayston Street, Glasgow.

Wanted: Amiga contacts, I will reply to all letters sent, send to: Jason Lowles, 104 Barn Rise, Seaford, Sussex, BN25 3DD.

Wanted: Amiga contacts world wide, 100% reply guaranteed. Send lists and stuff to

Steven Emigeddo, 238 Newton Road,
Warwick, Warrington, Cheshire, WA2 8QL.
I would like M.U.D.S., Rookies, Tip-Off, John

Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (one or the other - not both).

Name
Address

Telephone

Ago

☐ Telephone

Madden '92, Sim Earth, Fast Break,
International Championship Wrestling,
A-Train, Sensible Soccer, Monkey Island 2,
Amos Set, Sabre Team. Will swap: WWF,
Heimdall, Cisco Heat, Gauntlet 3, Kick Off
(Compilation) Space Crusade, Space Ace,
F-15 II and Railroad Tycoon. David Wallis,
176 Boston Road, Holbeach, Spalding,
Lincs, PE12 8AG. Tel: 0406 26481.

OK everyone, we have a slight problem! Swap Shop is so popular, we can no longer keep up with demand. Rather than charge you for the use of Swap Shop in the hope this will reduce entries, we feel it is better to randomly select the forms from the month's collection. If your entry is unlucky enough to miss out, then we apologise but at least it's better than having to pay! If your advertisement does not appear, keep trying in the coming months - the odds are it will appear sooner or later. We apologise for any inconvenience but hope you understand.

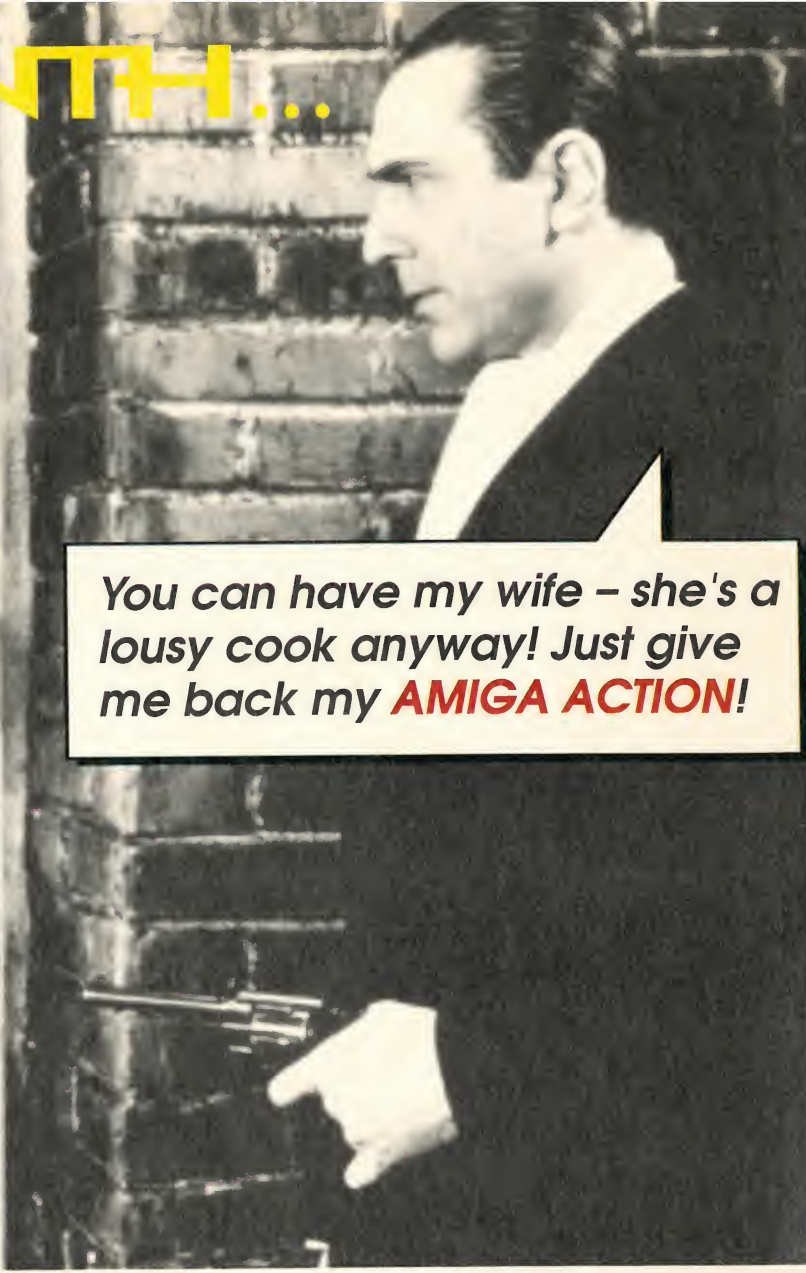
☐ Address

NEXT MONTH...



Go on – shoot! It won't make any difference. We love each other and there's nothing you can do about!

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*You can have my wife – she's a lousy cook anyway! Just give me back my **AMIGA ACTION**!*

Ahhh... the end of the issue. We can all relax for a couple of days now before we chain ourselves to our desks to bring you another issue of the World's best-selling Amiga games mag...

And to celebrate Nick's absence, we'll be reviewing **ATAC from MicroProse, **ALFRED CHICKEN**, **SOCCER KID** and Core Design's latest little cutie, **BLASTAR**!**

On the coverdisks next month will be a collection of super stuff from Team 17 – but you'll have to wait to see what it is!

Don't forget the last part of our **ZOOL 2 Work in Progress and another look at the latest goings-on in the world of **AIR WARRIOR** – as well as some neat modems up for grabs!**

Anyway, don't forget to be first in the queue on July the 1st for the new issue of Amiga Action. Or we'll be dead unhappy about it.

AMIGA ACTION

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